Published by Pokémon USA
1177 Avenue of the Americas
New York, NY 10036

TM and ® are trademarks of Pokémon USA, Inc.
All rights reserved.

Published in the United States as *Pokémon Ranger: Shadows of Almia* using materials from *Pokémon Ranger: Batonage,* published in Japan by Media Factory, Inc.

ISBN: 978–0–7615–5930–6
LIBRARY OF CONGRESS CATALOG CARD NUMBER:
08 09 10 11 LL 10 9 8 7 6 5 4 3 2 1

EDITOR-IN-CHIEF
Lawrence Neves

EDITORS
Kristina Naudus
Anthony Zumpano

COVER DESIGN
Ray Yuen

DESIGN & PRODUCTION
Prima Games
Mario De Govia
Kate Abbott
Stephanie Sanchez

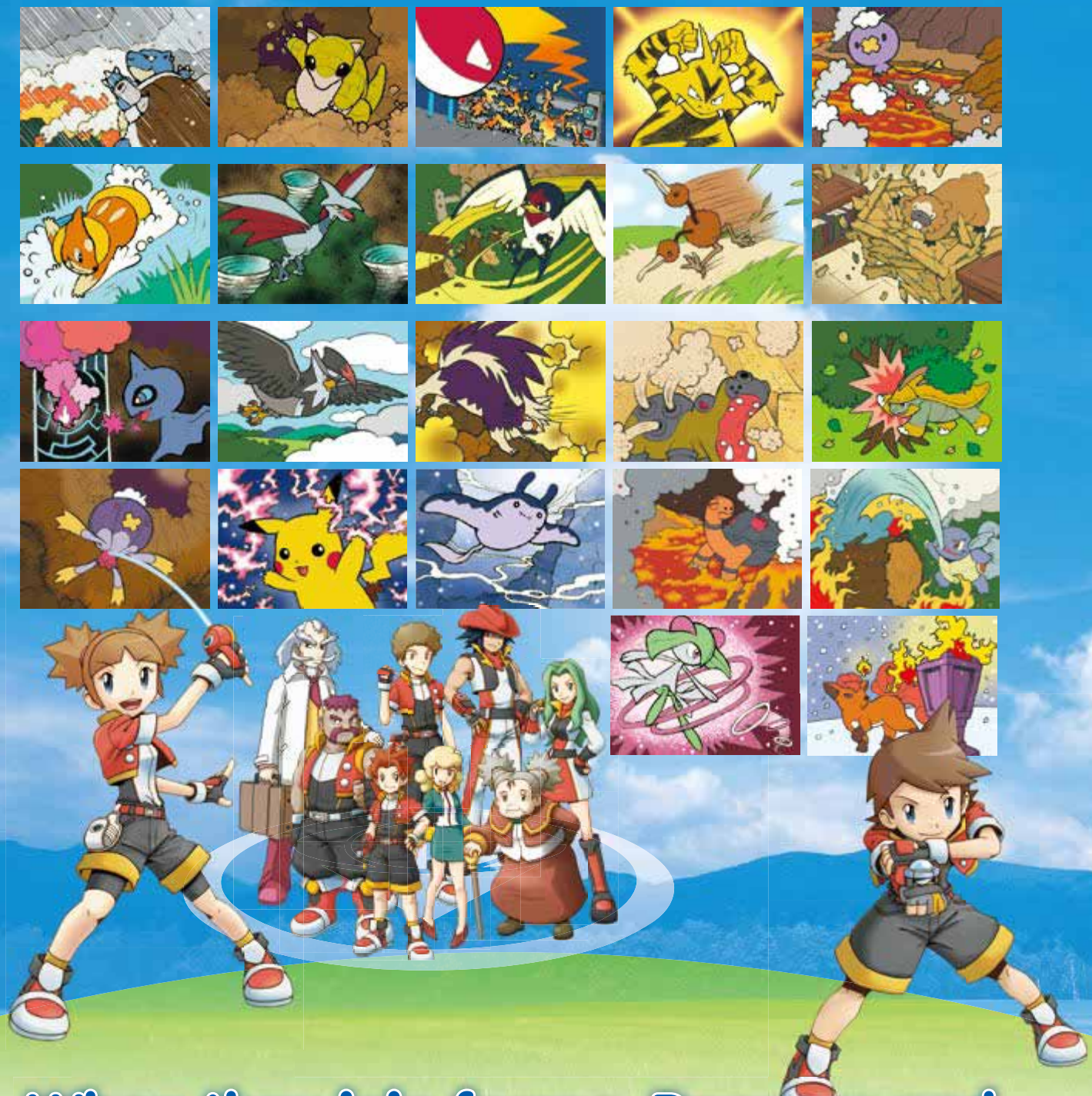
ACKNOWLEDGEMENTS
Tony Davis
Colin Palmer
Koji Kondo
Yasuhiro Usui
Claire Samuels
John Hershberger
Ayako Kajiwara
Ian Levenstein
John De Robbio
Jennifer Gidman
Katherine Fang
Saiko Fujise–Kwee
Kaori Manabe

SPECIAL THANKS

EDITOR
Shusuke Motomiya and ONEUP, Inc.

DESIGN & LAYOUT
RAGTIME CO., and SUZUKIKOUBOU, INC.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



When they join forces, Rangers and Pokémon can take on anything!

You've graduated at the top of your Ranger School class to become a real, working Pokémon Ranger.

You have a strong desire to help people and Pokémon—no sooner have you donned your new uniform than you're setting out on difficult missions and taking on quests to help people in need.

Team Dim Sun is trying to take over the Almia region, so it's time for you to round up some Pokémon friends and take a stand against them!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Standard Adventure Walkthrough

Here's the recommended route from the beginning of the adventure to the end. Check back here any time you feel lost.

ROOKIE MISSION

SOOTHE POKÉMON ON THE BEACH! P.24

Ranger School P.30

- Capture Pikachu.
- Enroll in Ranger School.
- Rhythmi shows you around the school.
- Learn about captures and Target Clears in the training room.
- Capture four Bidoof on the school grounds.
- Go to Ascension Square.
- At night, undergo the initiation rite.
- In the faculty room, capture Pichu and acquire the first School Styler.
- Use Bidoof to destroy two crates in the library and acquire the second School Styler.
- Use Bidoof to destroy the crate to the right of the teacher's desk in the left-hand classroom, and acquire the third School Styler.
- Acquire the fourth School Styler in the right-hand classroom.
- Use Bidoof to destroy the crate in the basement.
- Use Zubat to destroy the wood fence in the basement.
- Capture the four Gastly.

- The next day, go to Ascension Square for Outdoor Class.
- Join in on Crawford's Outdoor Class.
- School Stylers are stolen from the faculty room.
- Look for Keith in the dorm.
- Pick up the stolen School Stylers on campus.
- Capture the Slakoth that fell on top of the thief.
- Go to Vientown for your 1-Day Internship.
- Capture Bidoof at the school exit to rescue Little Tim.

Vientown P.33

- Go to the Vientown Ranger Base.
- The Operator gives you a very important item.
- At Nabiki Beach, Mr. Woodward tells you about Partner Pokémon.
- Meet the Vientown Rangers at Breeze Hill.
- Pokémon start to run amok on Nabiki Beach.
- Capture Starly, Pachirisu, or Munchlax.
- Meet Professor Hastings at the Ranger Base.

Ranger School P.34

- Exit onto the campus; the graduation ceremony begins.
- Capture the Tangrowth that interrupt the ceremony.

MISSION 01

DELIVER VIEN TRIBUNE! P.34

Chicole Village P.36

- Greet the inhabitants of Chicole Village.

Vientown P.36

- Change into your uniform and receive your Capture Styler.
- Crawford tells you how to use Poké Assists.
- Receive a Mission to distribute Vien Tribune newspapers.
- Visit the three houses in Vientown and deliver the paper there.
- At Nabiki Beach, the Pokémon you captured earlier becomes your Partner.
- Crawford tells you about the Partner Gauge.

Chicole Village P.37

- Visit the four houses in Chicole Village and deliver the paper there.

Vientown P.37

- Talk to Barlow at the Ranger Base.

MISSION 02

INVESTIGATE THE MARINE CAVE! P.37

Vientown P.39

- Mr. Woodward reports hearing strange noises from inside the Marine Cave.
- Capture Glameow at Nabiki Beach.

Marine Cave P.39

- Use Glameow to destroy a Wood Fence.
- Use Nosepass to crush a Rock, and capture the Gastrodon behind it.
- Use Gastrodon to destroy the strange machine.

Vientown P.39

- Get promoted to Ranger Rank 1.
- You can now use Bug Poké Assists.
- You can now accept Quests.
- Accept Little Tim's Quest at the Ranger Base.
- Go to the farm and capture the Miltank.
- Talk to Barlow at the Ranger Base.

MISSION 03

FIGHT THE VIEN FOREST FIRE! P.40

Vientown P.41

- Barlow reports that Vien Forest is on fire.

Vien Forest P.41

- Mimi asks you to find her three lost Happiny.
- Capture the four Budew flushed out by the falling Burning Log.
- Capture Wartortle.
- Use Wartortle to put out the two Burning Logs.
- Capture the three Happiny and bring them to Mimi.
- Crawford asks you to capture Blastoise.
- Capture Blastoise.
- Go back to Crawford and use Blastoise's Rain Dance to put out the fire.
- See and apprehend a suspicious man.

Vientown P.42

- Get promoted to Ranger Rank 2.
- You can now use Fire and Fighting Poké Assists.
- Talk to Barlow.

MISSION 04

DESTROY THE STRANGE MACHINES! P.42

Vientown P.45

- Go to Vien Forest to greet Professor Hastings.
- Professor Hastings says he saw strange machines in Pueltown.

Vien Forest P.45

- Head for Pueltown.
- Capture Bibarel.

Pueltown P.45

- Use Bibarel to destroy the red strange machine.
- Use Bibarel to destroy the second red strange machine.
- Use Growlithe to destroy the green strange machine.
- Use Growlithe to destroy the second green strange machine.

- Use Voltorb to open the Gate on the west side.
- Use Growlithe to destroy the third green strange machine.
- Use Voltorb to open the Gate on the east side.
- Use Elekid to destroy the blue strange machine.
- Follow the suspicious men to the harbor.
- Find out that the suspicious people are the evil organization Team Dim Sun, and the strange machines are called Gigaremos.

- Capture Team Dim Sun's four Rattata.
- Capture Team Dim Sun's Toxicroak.

Vientown P.46

- The captive Ollie confesses his misdeeds in Vien Forest.
- Barlow sends you on patrol.
- Ollie asks you to accompany him to Chicole Village.

Chicole Village P.46

- Capture Kricketot at the Partner Farm.
- Bring Ollie to the house to the right of your house.
- Kricketot becomes a Partner Pokémon. You can now choose your Partner Pokémon.

MISSION 05

RECOVER A KEY FROM SHARPEDO! P.47

Vientown P.50

- Talk to Barlow.
- Barlow sends you voicemail.

Pueltown P.50

- Barlow reports that the Norward Bridge is stuck in a raised position.
- Look for the bridge operator, Brook, at the harbor.
- Brook tells you he accidentally dropped the key needed to lower the bridge into the ocean.
- Barlow gives you the Micro Aqualung.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Standard Adventure Walkthrough

Puel Sea P.50

- Sharpedo swallows the key and swims away.
- Use Finneon to destroy the Small Rock.
- Use Staryu to destroy the first Wood Block.
- Use Staryu to destroy the second Wood Block.
- Use Mantine to swim over the deep water.
- Use the ocean currents to catch up with the speedy Sharpedo.
- Capture Sharpedo and get the key back.

Pueltown P.51

- Get promoted to Ranger Rank 3.
- You can now use Ground and Steel Poké Assists.
- You can now have four Pokémon in your party.
- Brook lowers the bridge for you.

MISSION 06
SEEK THE ORIGIN OF THE QUAKE! P.51

Altru Park P.55

- Meet Murph from the Ranger Union.
- Meet Isaac, who shows you around Altru Inc.
- Meet the president, Blake Hall.
- Receive a voicemail from Barlow.

Union Road P.55

- Capture Bibarel for later.

Ranger Union P.56

- Use Bibarel in the second-floor conference room to destroy the Gigaremo.
- Answer Wendy's questions.
- Talk to Barlow in the second-floor laboratory.
- Return to the first floor and head for Vientown with Barlow.

Union Road P.56

- An earthquake occurs as you're on your way.
- The Jam-makers at the log cabin tell you about a mysterious stranger and a huge Pokémon they saw at Peril Cliffs.

Peril Cliffs P.56

- Use Staravia to cut three Vines and proceed.
- Jump on the Springy Grass to move across the cliffs.
- Capture a total of two Mawile.
- Use Mawile to destroy the two yellow Gigaremo.
- Capture Team Dim Sun's Rampardos.

Union Road P.57

- Report back to the Jam-maker in the cabin.
- Get promoted to Ranger Rank 4.
- You can now use Poison, Ghost, Psychic, and Dark Poké Assists.
- Barlow teaches you how to use Agility.
- Capture Doduo. You can now ride on it.

Vientown P.57

- Enter the Ranger Base.

MISSION 07
TEACH AT RANGER SCHOOL! P.58

Vientown P.59

- You're asked to teach for a day at the Ranger School.

Ranger School P.59

- Capture Team Dim Sun's Croagunk on School Road.
- Croagunk becomes a Partner Pokémon.
- Talk to Lamont in the Staff Room.
- Answer Yes or No to the students' questions.
- Capture Team Dim Sun's two Carnivine.

Vientown P.60

- Enter the Ranger Base.
- You're asked to go look for the missing Barlow.

MISSION 08
LOOK FOR MISSING BARLOW! P.60

Pueltown P.66

- Go to the harbor and talk to Capt. Boyle in the boathouse.

Boyleland P.66

- Talk to the person in front of the west entrance to the cave.
- Talk to the elder and get his permission to enter the cave.
- Talk to the person in front of the west entrance to the cave, and enter the cave.

Volcano Cave (West Side) P.66

- Go to where Gastrodon is, and Drifloon appear.
- Capture Drifloon.
- Use Drifloon to float from one steam vent to another.
- Find Barlow's Capture Styler.
- Capture Team Dim Sun's Slugma and Magcargo.
- Capture Team Dim Sun's Kangaskhan.
- Use Drifloon to float from one steam vent to another.
- Team Dim Sun drops a Rock onto the route to the Hidden Harbor.
- Use Shuppet to open the Sealed Door.
- Use Muk to crush the Rock.
- Capture Team Dim Sun's three Numel.
- Sneak aboard the Cargo Ship, avoiding the watchmen.
- Capture Team Dim Sun's Gloom and two Beedrill.

Cargo Ship P.67

- Capture Team Dim Sun's two Machoke.
- Capture Team Dim Sun's Mime Jr.
- Use Luxio to destroy the blue Gigaremo.
- Use Makuhita to destroy the yellow Gigaremo.
- Use Machoke to move the Yellow Switch.
- Use Machoke to move the Green Switch.
- Use Voltorb to open the Electric Door.
- Find Barlow.
- Capture Team Dim Sun's three Mareep.
- Use Raticate to destroy the Wire Fence, and capture Electabuzz.
- After talking to Barlow, use Electabuzz to light the room.
- Use Raticate to cut the Ropes binding Barlow.
- Capture Team Dim Sun's three Magcargo.
- Kincaid of Team Dim Sun makes his appearance.
- Capture Team Dim Sun's two Rhyhorn.
- Capture Team Dim Sun's three Stunky.
- Capture Kincaid's Drapion.
- Use Machoke to move the Kingston Valve.
- Land the ship at the Ranger School.

MISSION 09
SUPPORT SVEN AT THE RUINS! P.70

Vientown P.74

- You're promoted to Top Ranger, and everyone celebrates.

Vien Forest P.74

- Meet Wendy at Lookout Ridge, and get a ride to the Ranger Union on Staraptor.

Ranger Union P.74

- Go to the second-floor conference room and meet Keith again.
- Professor Hastings gives you your Fine Styler.
- You can now Power Charge.
- Meet Rhythmi again in the third-floor operations room.
- You're given a Mission to go help Sven.
- Wendy tells you how to Fly on Staraptor.
- Capture Staraptor. You can now ride it.

Chroma Road P.74

- From Altru Park, go east through Chroma Road.

Chroma Highlands P.74

- Capture Team Dim Sun's three Murkrow.
- Capture Team Dim Sun's three Koffing.
- Capture Team Dim Sun's two Murkrow and two Koffing.
- Use Carnivine to destroy the Wood Fence.
- Use Skarmory to blow away the dark mist.
- Use Bastiodon to open the Gateway.

Chroma Ruins P.75

- Use Drifblim to ascend through the hole in the ceiling.
- Use Pupitar to crush the Rock.
- Use Electabuzz to light the area.
- Use Sandshrew to dig through the Soft Soil, and jump down.
- Use Hypno to open the Sealed Door.
- Use Drifblim to rise through the hole in the ceiling.
- Use Electabuzz again to light the area.
- Use Pupitar to crush the Rock.
- Use Drifblim to rise through the hole in the ceiling.
- Use Hypno to open the Sealed Door.
- Capture Skuntank and Bastiodon.
- Use Pupitar to crush the Rock.
- Use Sandshrew to dig through the Soft Soil, and drop down.
- Use Bastiodon to move the Round Rock.
- Use Skuntank to drive away Team Dim Sun.
- Capture Spiritomb.
- Find the charred journal at the Altru oil base.
- Meet Ponte again.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Standard Adventure Walkthrough

Ranger Union P.77

- Talk to Chairperson Erma and Professor Hastings on the third floor.
- Professor Hastings promotes you to Ranger Rank 5.
- You can now use Ice and Dragon Poké Assists.
- You can now have five Pokémon in your party.
- Erma sends you out on patrol.

MISSION 10 — GET THE BLUE GEM! P.78

Ranger Union P.84

- Talk to Erma and go to the second-floor lab.
- The researchers have deciphered the word "Brighton" on the cover of the charred journal.
- Go with Keith to the Altru Building.

Altru Building P.84

- Tap the portrait of the second president, Brighton Hall.

Ranger Union P.84

- Talk to Professor Hastings in the second-floor lab.
- Murph's pendant starts to glow.

Union Road P.84

- Use Floatzel to swim west along the river.

Crysta Cave P.84

- Capture Camerupt.
- Capture Team Dim Sun's three Golbat.
- Use Camerupt to melt the Solid Ice.

Hia Valley P.84

- Capture Team Dim Sun's Houndoom.

Shiver Camp P.84

- Ask Pamur about the pendant, and he tells you about Mrs. Winter.

Hia Valley P.85

- Go to Mrs. Winter's house, and she tells you the story of the three Princes of Almia and the Blue Gem.

Ice Lake P.85

- Use Empoleon to crush the ice and proceed to Ice Lake.
- Use Vulpix to light the Torch.

Almia Castle P.86

- Capture Team Dim Sun's four Houndour.
- Use Vulpix to light the Torch.
- Proceed slowly across the icy icicle-pierced floor so as not to fall.
- Use Ninetales to melt the Ice Block.
- Dash across the ice that cracks when you stand on it, and proceed onward.
- Capture Team Dim Sun's eight Seedot.
- Use the two Vulpix to light the two Torches.
- Use Mismagius to open the Sealed Door.
- Carefully cross the slippery ice floor and the fragile ice floor.
- Capture the Riolu in the left room and the one in the right room.
- Meet Ice, one of Team Dim Sun's Sinis Trio.
- Capture Ice's Froslass.
- Use Riolu to reach the Blue Gem.
- Capture the Lucario guarding the Blue Gem.
- Lucario entrusts the Blue Gem to you.
- Touch the ball of light to return to the entrance.

Ice Lake P.89

- Receive a voicemail from Rhythmi.

MISSION 11 — GET THE RED GEM! P.89

Ranger Union P.92

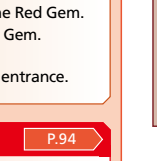
- Erma promotes you to Ranger Rank 6.
- Your Power Charge now builds up more quickly.
- Set up the Blue Gem on the roof of the Ranger Union.
- Erma sends you out on patrol.
- Return to the Ranger Union and talk to Erma.
- Professor Hastings sends you on a Mission to get the Red Gem.

Boyleland P.92

- Examine the door to the east entrance of Volcano Cave.
- Talk to the elder and have him open the door for you.

Volcano Cave (East Side) P.92

- Use Torkoal to cross the magma to the north.
- Capture Drifblim.
- Go down the one-way drop and use Torkoal to proceed east.
- Use Gastrodon and Hariyama to destroy the Hot Boulder.
- Use Drifblim to rise through the hole in the ceiling.
- Capture Team Dim Sun's five Chatot.
- Use Pelipper to douse the Fiery Wall.
- Capture Team Dim Sun's Shelgon and three Bagon.
- Use Pelipper and Hariyama to destroy the Hot Boulder.
- Use Torkoal to cross the magma.
- Use Aggron to move the Heavy Boulder.
- Use Drifblim to rise through the hole in the ceiling.
- Meet Lavana, one of Team Dim Sun's Sinis Trio.
- Capture Team Dim Sun's two Monferno.
- Capture Lavana's Infernape.
- Dodge flames and boulders to reach the Red Gem.
- Capture the Heatran guarding the Red Gem.
- Heatran entrusts the Red Gem to you.
- Touch the ball of light to return to the entrance.



Boyleland P.94

- Mime Jr. becomes a Partner Pokémon.

MISSION 12 — RESCUE WAILORD! P.94

Ranger Union P.96

- Erma promotes you to Ranger Rank 7.
- You can now have six Pokémon in your party.
- Set up the Red Gem on the roof.
- Professor Hastings asks you to go check on Keith.
- Talk to Erma, and she tells you about Blake Hall's speech in Altru Park.

Altru Park P.97

- Go hear Blake Hall's speech.
- Talk to the captain of the boat bound for the Haruba Desert.

Pueltown P.97

- Go to the harbor and talk to Capt. Haruba in the boathouse.
- The boat stops midway, and you take a dive in the spot where you saw a huge water spout.

Sea of Wailord P.97

- Find Wailord trapped by a strange beam.
- Use Huntail to destroy the first Trap.
- Capture Team Dim Sun's Seadra and two Horsea.
- Capture Team Dim Sun's four Finneon.
- Use Huntail to destroy the second Trap.
- Capture Team Dim Sun's three Starmie.
- Use Mantine to cross the deep water as you dodge Qwilfish.
- Use two Starmie to destroy two Metal Fences.
- Capture Team Dim Sun's Huntail and Gorebyss.
- Use Huntail to destroy the third Trap.
- Capture Team Dim Sun's Kingdra.
- Use Huntail to destroy the fourth Trap.
- The rescued Wailord is recorded in your Browser.
- Team Dim Sun kidnaps Wailmer.
- Ride Wailord to the Oil Field Hideout.

MISSION 13 — REVEAL THE HIDEOUT'S SECRETS! P.99

Oil Field Hideout P.101

- Use Luxio to open the Gate.
- Capture Team Dim Sun's Jolteon.
- Use Luxray to destroy the Power Generator.
- Capture Team Dim Sun's two Cacnea.
- Capture Team Dim Sun's eight Slakoth.
- Capture Team Dim Sun's Victreebel and Mothim.
- Capture Team Dim Sun's Honchkrow and Murkrow.
- Capture Team Dim Sun's two Mr. Mime.
- Capture Skuntank and use it to drive off Team Dim Sun.
- Step on the Blue Switch and go to the lower-right room.
- Capture Team Dim Sun's two Mothim.
- Use Luxray to destroy the Power Generator.
- Step on the Red and Blue Switches and go to the upper-left room.
- Capture Team Dim Sun's two Skuntank.
- Use Luxray to destroy the Power Generator.
- Step on the Red Switch and go to the upper-right room.
- Capture Team Dim Sun's two Machamp.
- Use Luxray to destroy the Power Generator.
- Capture Kincaid's Gliscor.
- Professor Hastings promotes you to Ranger Rank 8.
- You can now Power Charge to a higher level.
- Have Sven send you to Haruba Village by boat.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Standard Adventure Walkthrough

MISSION 14

GET THE YELLOW GEM! P.104

Haruba Village P.108

- Use Pelipper to capture Sudowoodo.
- Use Sudowoodo to destroy the Gigaremo.

Haruba Desert P.108

- Use Fearow to cut the Vine.
- Talk to the explorer.
- Capture Doduo and ride it as you chase down Hippowdon.
- Capture Hippowdon and use its Sand Fill at the Hippowdon Temple entrance.

Hippowdon Temple P.109

- Make your way down the narrow passages, while avoiding quicksand and sand balls.
- Use Drifblim to rise through the hole in the ceiling.
- Use Sandslash to clear the Sand Cover.
- Get the timing straight, and cross the disappearing platforms.

- Use Tyranitar to destroy the Boulder.
- Drop through the hole.
- Capture the Cresselia guarding the Yellow Gem.
- Cresselia entrusts the Yellow Gem to you.
- Heath of the Sinis Trio arrives by helicopter.
- You hand over the Yellow Gem in exchange for Keith.
- Capture Heath's Magnezone.
- Touch the ball of light to return to the entrance.

MISSION 15

PROTECT RANGER UNION HQ! P.112

Ranger Union P.113

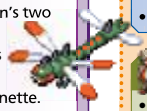
- The true identity of the Incredible Machine is revealed.
- Erma sends you out on patrol.
- Return from your patrol and talk to Erma on the third floor.
- On the roof, Professor Hastings announces his plan, "Operation Brighton."

- Heath of the Sinis Trio invades the first floor.
- Capture Heath's Electivire.
- On the second floor, Ice and Lavana make off with Isaac.
- Capture Ice's Garchomp.
- On the third floor, capture Wheeler's eight Bidoof.
- Professor Hastings promotes you to Ranger Rank 9.
- You can now have seven Pokémon in your party.
- Professor Hastings assigns you the Mission of breaking into Altru Tower.

MISSION 16

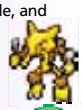
EXECUTE OPERATION BRIGHTON! P.115

Altru Building P.120



- Talk to the Team Dim Sun Admin at the Altru Building entrance.
- Capture Team Dim Sun's Yanmega.
- On the first floor, capture Team Dim Sun's Weezing and Skuntank.
- Capture Team Dim Sun's Shiftry and two Nuzleaf.
- Board the elevator and choose the password "Melody."
- On the elevator, capture Team Dim Sun's two Dusclops.
- On the sixth floor, capture Team Dim Sun's three Gabite.
- On the seventh floor, capture Team Dim Sun's two Gengar.
- On the ninth floor, capture Team Dim Sun's Mamoswine.
- Capture Team Dim Sun's Mismagius and Banette.
- Use Electabuzz to light the room.
- Capture Team Dim Sun's Espeon and Umbreon.
- Use Scyther to destroy the Steel Frame.
- Capture Team Dim Sun's Bronzong and Claydol.
- Use Blaziken to move the Smoke Detector.
- Capture Team Dim Sun's Aggron and Tyranitar.
- Capture Team Dim Sun's two Blaziken.
- Get back the Yellow Gem.

- On the tenth floor, capture Team Dim Sun's five Spinarak.
- Use Scizor to destroy the Large Cage.
- Barlow helps you break into the room where Isaac is being held.
- Capture Team Dim Sun's Alakazam, Sceptile, and Luxray.



- Isaac decides to join you.
- Capture Team Dim Sun's three Skorupi.
- Capture Team Dim Sun's three Bronzor.
- Use Electabuzz to light the room.

- Use Absol to destroy the Large Cage.
- Capture Team Dim Sun's three Bellossom.
- Capture Team Dim Sun's three Cacturne.
- Capture Team Dim Sun's Flareon, Vaporeon, and Jolteon.
- On the roof, Lavana swipes the Yellow Gem.
- Capture Team Dim Sun's Scizor and Gardevoir.
- Your Styler is upgraded to a Vatonage Styler, enabling you to befriend even Pokémon that are under Team Dim Sun's control.

Altru Tower P.122

- In the control room for the yellow barrier, capture Heath's Rhyperior.
- Use Golem to destroy the Circuit Ball and shut down the yellow barrier.
- In the control room for the red barrier, capture Lavana's Magmortar.

- Use Vaporeon to destroy the Circuit Ball and shut down the red barrier.
- In the control room for the blue barrier, capture Ice's Gallade.
- Capture Heath's Rhyperior, Lavana's Magmortar, and Ice's Gallade.
- Use Ampharos to destroy the Circuit Ball and shut down the blue barrier.

- On the roof, the Team Dim Sun boss finally appears.
- Capture Wheeler's Bidoof.
- Capture the Dusknoir that the boss calls in.
- The boss's Pokémon, Darkrai, awakens.
- Keith swoops in on Staraptor to help you out in the crisis.
- You try to capture the enraged Darkrai, but you can't touch its feelings.

- The Blue Gem, Red Gem, and Yellow Gem react to your Vatonage Styler.
- Capture the enraged Darkrai.

POST-ENDING WORLD

Chicole Village

- At your house, your sister wakes you up.
- Your mother says that Chairperson Erma is calling for you.

Ranger Union

- Erma promotes you to Ranger Rank 10.
- Erma gives you an admission ticket to the Capture Arena.
- You can view the Ranger Records on the first floor.
- Many new Quests become available.

Haruba Village

- Take a ride on Wailord at the eastern pier to reach the Capture Arena.

Capture Arena

- You can take on the Capture Arena.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Pokémon Ranger: Shadows of Almia

Official Strategy Guide Contents

Standard Adventure Walkthrough 3
How to Use This Book 8

The World of Pokémon Ranger 10

Pokémon Rangers 11
Fulfill Your Duties Through Missions and Quests 12
Capturing Pokémon 13
Poké Assists 16
Target Clear 18
Quests 19
Partner Pokémon 20

Mission Clear Guide 22

How to Read It 23
Rookie Mission: Soothe Pokémon on the Beach! 24
Mission 1: Deliver Vien Tribune! 34
Mission 2: Investigate the Marine Cave! 37
Mission 3: Fight the Vien Forest Fire! 40
Mission 4: Destroy the Strange Machines! 42
Mission 5: Recover a Key from Sharpedo! 47
Mission 6: Seek the Origin of the Quake! 51
Mission 7: Teach at Ranger School! 58
Mission 8: Look for Missing Barlow! 60
Mission 9: Support Sven at the Ruins! 70
Mission 10: Get the Blue Gem! 78
Mission 11: Get the Red Gem! 89
Mission 12: Rescue Wailord! 94
Mission 13: Reveal the Hideout's Secrets! 99
Mission 14: Get the Yellow Gem! 104
Mission 15: Protect the Ranger Union HQ! 112
Mission 16: Execute Operation Brighton! 115
The World Post-Ending 125

Quest Clear Guide 129

Quest 1: Calm Down Miltank 130
Quest 2: Under the Bridge 130
Quest 3: Is Combee Okay? 130
Quest 4: Clear Some Fallen Logs 130
Quest 5: Strange Crates Washed Ashore 131
Quest 6: Clear the Crates! 131
Quest 7: Breeze Hill Sign Recovery 131
Quest 8: Please Save Cranidos 131
Quest 9: Eevee for Marital Bliss 132
Quest 10: Go Talk to My Mom 132
Quest 11: The Boy Who Cried Lumineon 132
Quest 12: Nosepass! Must Have Nosepass! 132
Quest 13: Oddish Research 133
Quest 14: Who Ate My Lunch?! 133
Quest 15: Please Save Turtwig 133
Quest 16: Cherrim, Cherrim Come to Us♪ 133
Quest 17: That Smell of Muk... 134
Quest 18: Light the Leaves 134
Quest 19: Team Dim Sun's Appetite 134
Quest 20: What Reporter Hans Forgot 134
Quest 21: Please Save Shieldon 135
Quest 22: Dim... Sun... Come Back... 135
Quest 23: Apologies to Vespiquen 135
Quest 24: Please Save Chimchar 135
Quest 25: Lonely Chingling 136
Quest 26: Abomasnow Research 136
Quest 27: Melt the Ice! 136
Quest 28: Please Save Piplup 136
Quest 29: Drifblim's Moving Service 137
Quest 30: Secure the Hidden Harbor 137
Quest 31: Thaw the Frozen Door 137
Quest 32: Snover's Mysterious Presence 137
Quest 33: Cacturne Research 138
Quest 34: Unidentified Fleeing Omastar 138
Quest 35: Mischievous Sneasel 138
Quest 36: Misdreavus Mischief Mystery 138
Quest 37: Smell of Skuntank and Weezing 139
Quest 38: Capture Gigaremo Units? 139
Quest 39: My Precious Fishing Rod 139
Quest 40: Elaine's Favorite 139
Post-Ending Quests 41–47 140
Post-Ending Quests 48–57 141
Post-Ending Quests 58–61 142

Capture Arena Guide 144

The Art of Capture 145
Capture Arena Map 145
1F Walkthrough 147
2F Walkthrough 148
3F Walkthrough 149

Browser Completion Guide 152

Capture, Record, and Complete 153
Capture the New Pokémon that Appear Post-Ending 154
Capture the Three Regis, then Capture the Final Pokémon 155

Pokémon Browser 158

How to Read the Browser 159
Story Pokémon 160
Capture Arena Appendix 206

Charts and Information 217

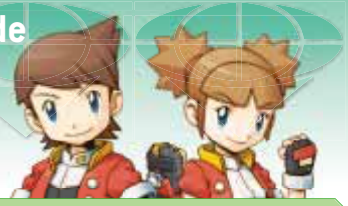
Target Clear Guide 218
Poké Assist Match-ups 221
Almia Region Map 222
Alphabetical Pokémon Index 224

SIDEBARS

Sidebar 1 Evolution of a Pokémon Ranger 35
Sidebar 2 Unveil the Secrets of the Shadow Organization Team Dim Sun 127
Sidebar 3 As Seen in the Almia Times 156
Sidebar 4 Try for a Rank-S on One-Time-Only Pokémon Captures 215
Sidebar 5 As Seen in the Almia Times 215

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

How to use this book



GOTTA MASTER ALL THE CAPTURE METHODS!

The World of Pokémon Ranger

This section gives you the nitty-gritty on capturing Pokémon, Poké Assists, Target Clears, and the Pokémon Ranger skills, all for easy reference when you don't understand something during gameplay.

p.10

GOTTA CLEAR THE STORY!

Mission Clear Guide

Explains how to solve *Pokémon Ranger: Shadows of Almia*'s various puzzles so that you can squeeze the most out of the story from start to finish. Included at the end are events that happen following the game ending (post-ending).

p.22

GOTTA CLEAR ALL THE QUESTS!

Quest Clear Guide

Details the 61 different quests in the game. The 40 pre-ending quests are shown in detail. Quests 41–61, which crop up post-ending, are outlined more generally.

p.129

GOTTA BECOME A CAPTURE MASTER!

Capture Arena Guide

Explains the mechanics of the Capture Arena, as well as how to capture the Pokémon in each room and which Poké Assists to use. Use this guide to give you a leg up on challenging modes.

p.144

GOTTA RECORD ALL 267 POKÉMON IN THE BROWSER!

Browser Completion Guide

Provides hints for capturing all of Almia's 267 Pokémon and recording them in your Browser, and reveals how to meet the final Pokémon.

p.152

GOTTA READ THESE CAPTURE HINTS!

Pokémon Browser

An exhaustive resource on all 267 Pokémon that appear in *Pokémon Ranger: Shadows of Almia*, including their locations and techniques for capturing them.

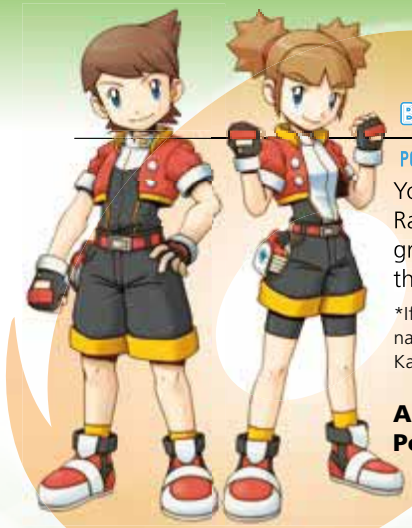
p.158

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The World of Pokémon Ranger

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Boy/Girl*

POKÉMON RANGER

You've pursued your dream of being a Pokémon Ranger all the way to Ranger School. After graduating, your remarkable talent puts you on the fast track to becoming a Top Ranger.

*If you select "OK" without entering a name, the hero's name will be Kellyn, and the heroine's name will be Kate.

Capture Disc and Capture Styler

Your tools for recruiting Pokémon. The Capture Styler shoots out a Capture Disc, which you loop around a Pokémon several times to win its trust.

A Ranger's job is to protect nature and the peace between people and Pokémon.

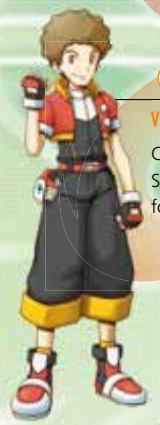
Pokémon Rangers

Pokémon Rangers work day and night to keep the peace among people and Pokémon, and to protect the most precious of resources: nature! To that end, they use the Styler to recruit Pokémon to help them solve problems.

Pachirisu, Starly, and Munchlax

Partner Pokémon

Each Pokémon Ranger can have a Partner Pokémon. Your first one will be Pachirisu, Starly, or Munchlax—your choice.



Crawford

VIENTOWN'S AREA RANGER

Crawford was ahead of you at Ranger School, and he's now the Area Ranger for Vientown.

Keith

FIORE REGION POKÉMON RANGER

Keith used to give you a run for your money back at Ranger School. After graduation, he's assigned to the Fiore region.

Barlow

VIENTOWN'S RANGER LEADER

Your new colleague and Vientown's Ranger Leader, Barlow is so strong that even Pokémon are intimidated by him.

Professor Hastings

RANGER UNION SENIOR TECHNOLOGY CONSULTANT

The scientist who invented the Capture Styler. Since then, he's been obsessed with inventing a more powerful one.

Chairperson Erma

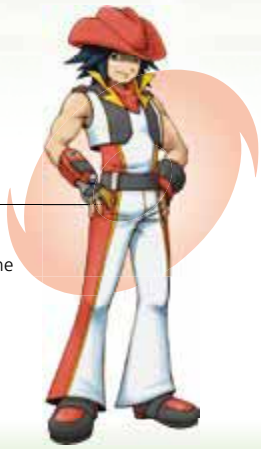
RANGER UNION CHAIRPERSON

Coordinates the activities of all Pokémon Rangers. Usually works at the Ranger Union.

Rhythmi

RANGER OPERATOR

As an Operator, she monitors Pokémon Rangers' activities and relays orders from above.



Sven

ALMIA REGION TOP RANGER

One of only 12 Top Rangers in the world, Sven has mastered all the Ranger skills.

Wendy

ALMIA REGION TOP RANGER

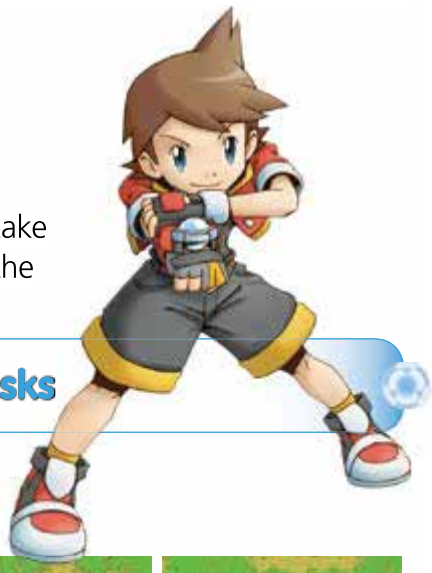
A Top Ranger like Sven. Called "The Flying Ranger" due to her love for Staraptor.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FULFILL YOUR DUTIES THROUGH MISSIONS AND QUESTS

Complete your assigned Missions and protect people, Pokémon, and nature!

As a Pokémon Ranger, you'll be given Missions to help people, Pokémon, and even nature itself. Completing these Missions will take everything you have, so learning how to use your Ranger skills is the first step.



Use Pokémon Powers to Accomplish Different Tasks

Pokémon Rangers use their Capture Stylers to capture and befriend Pokémon to use the Pokémon's powers to help people and solve problems. Here are the basic skills involved.

- **Basic Pokémon Ranger Skills**

1 Capture

To make a Capture, lasso the Pokémon with the Capture Styler to appeal to its heart. Captured Pokémon can only perform a Poké Assist once.

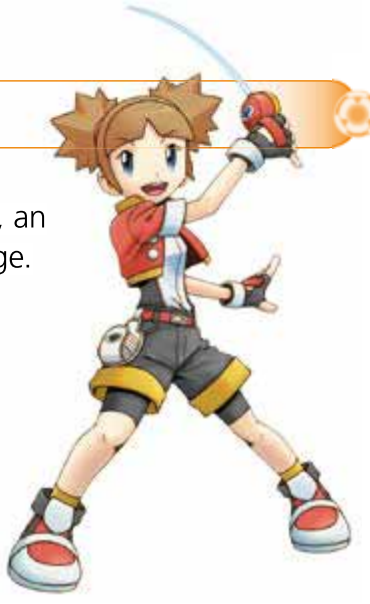
2 Poké Assist

Pokémon can use Poké Assists to help you make Captures. The Pokémon will lend its power to the Capture Disc.

3 Target Clear

You can use Pokémon moves to get past obstacles that would otherwise block your way and to move to places you can't go by foot.

Complete Missions to Raise Your Ranger Rank



Your Ranger Rank reflects your skill as a Pokémon Ranger. A higher Ranger Rank will give you perks such as access to more Poké Assists, an increased number of friend Pokémon, and the ability to Power Charge. Ranger leaders will raise your Ranger Rank once you've completed a certain number of Missions.

- **Benefits of Raising Your Ranger Rank:**

1. Access more types of Poké Assists.
2. More Pokémon can travel with you.
3. Gain the ability to Power Charge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Abilities by Ranger Rank

	Friend Pokémon	Available Poké Assists											Power Charge
Rank 1	3	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	
Rank 2	↓	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	
Rank 3	4	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	
Rank 4	↓	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	1 level
Rank 5	5	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	↓
Rank 6	↓	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	↓*
Rank 7	6	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	↓
Rank 8	↓	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	2 levels
Rank 9	7	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	↓
Rank 10	↓	BUG	FIR	FGT	GRD	STL	PSN	GHO	PSY	DRK	ICE	DRG	↓

NRM WTR ELC GRS RCK FLY are available after you become an Area Ranger.

* Your Power Charge speed increases after your promotion to Ranger Rank 6.

Upgrade Your Capture Styler by Completing Quests

There's more to a Pokémon Ranger's job than just Missions. When people come to you for help, you may be able to go on a Quest to fulfill their request. As a reward, the Ranger Union will beam Power-up Data to your Capture Styler (p. 19). Undertake lots of Quests as you progress throughout the game.

Rewards for Completing Quests:

1. Receive Power-up Data for the Capture Styler.
2. You may receive another potential Partner Pokémon.

Capturing Pokémon

Capture a wild Pokémon and reach out to its heart

Pokémon capturing is an essential Ranger skill for clearing missions. Master these techniques and you'll be able to capture all kinds of Pokémon!

How to Capture a Wild Pokémon

1 Observe the Pokémon's behavior.

When you start a capture, don't use your stylus right away. First, sit back and observe the Pokémon to get a feel for its movements and attacks. Every Pokémon, no matter how strong, has moments when it's easier to capture. Watch for them!

2 Draw a line around the Pokémon.

Once you see your chance, use the stylus to make loops around the Pokémon. If the Pokémon starts to attack, change tactics: dodge by moving the Capture Disc behind the Pokémon, or simply lift the stylus off the touch screen. Patience is a virtue.

3 Build up the Friendship Gauge.

When you begin a Pokémon capture, a Friendship Gauge will appear on-screen. The gauge gradually fills as you draw loops around a Pokémon, and once it's full, the capture is complete. But if you stop the Capture Line in the middle of a capture, the Friendship Gauge will start to drop.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

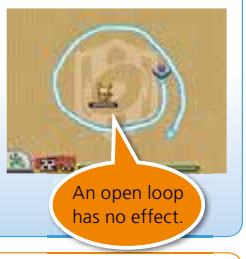
Troubleshooting Pokémon Captures

If you miss a capture, don't psych yourself out and let your capture woes continue! There are plenty of reasons why a capture might have failed, so take a moment to make sure you have these key points covered.

Important Tips for Successful Captures:

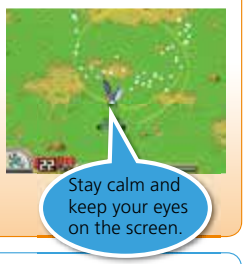
TIP 1 Be sure to close the loop.

The number-one reason for failed captures? A Capture Line that doesn't connect. Make sure you draw clean, closed circles with the stylus.



TIP 2 Don't touch the Pokémon with the Capture Line.

Draw the circle too small and you risk touching the Pokémon inside. Consider the Pokémon's size and attack range, then draw your circles large enough to accommodate them.



TIP 3 Keep the Capture Line short.

The longer the line, the greater the risk it will be hit by a Pokémon attack. If it's hit, it'll disappear, so keep the line as short as possible.

TIP 4 Keep the stylus on the touchscreen.

If you get too excited when you draw, the stylus could slip and lose contact with the touch screen. Stay calm and concentrate on keeping the stylus on the screen throughout the capture.

Editor's Tip — How to Position the Nintendo DS During Play

When you're capturing a Pokémon, place your Nintendo DS on a table for the most ease of motion with your stylus. When you're navigating tight passageways, use the directional pad for finer control.

Place the Nintendo DS on a table and use the stylus.

In tight spots, hold the Nintendo DS and use the directional pad.

Power Up Your Capture Styler

Make enough captures and you'll level-up your Capture Styler, raising its maximum Energy. A Styler with a maxed-out Energy bar will also fill a Pokémon's Friendship Gauge more quickly. To level up, you'll need to earn Exp. by capturing Pokémon. So get out there, capture as many Pokémon as you can, and build up that Styler!

Styler Level-Up Effects:

1. Raises the Styler's maximum Energy.
2. Completely charges your Styler Energy.
3. The Styler's power increases.

Capture Styler Capacity by Level

Styler Level	Energy	Power	Exp.	Styler Level	Energy	Power	Exp.	Styler Level	Energy	Power	Exp.
1	10	10	44	18	44	46	1587	35	78	130	10589
2	11	11	68	19	46	49	3168	36	80	135	11151
3	13	12	83	20	48	52	3281	37	81	140	12065
4	15	14	112	21	50	58	3405	38	82	145	12963
5	17	15	136	22	52	62	3522	39	83	150	13688
6	20	17	182	23	54	66	5102	40	84	155	14998
7	22	20	298	24	56	70	5220	41	86	160	29167
8	24	21	327	25	58	75	5363	42	88	165	32083
9	26	23	356	26	60	80	5479	43	90	170	35292
10	28	24	457	27	62	85	7015	44	92	175	38821
11	30	26	496	28	64	90	7196	45	94	180	42703
12	32	30	763	29	66	95	7258	46	96	185	46973
13	34	32	796	30	68	100	7381	47	98	190	48153
14	36	34	1130	31	70	105	7468	48	100	195	51671
15	38	36	1274	32	72	115	7624	49	102	200	56838
16	40	38	1356	33	74	120	7793	50	104	205	60000
17	42	43	1479	34	76	125	9739	⋮	⋮	⋮	⋮

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Use Pokémon to Recharge the Styler

In addition to a Ranger Base or Ranger Depot, you can also recharge the Capture Styler by using Electric-group Pokémon. Electric-group Pokémon can use the Recharge move to perform the same service for you, so don't pass up a chance to capture these Pokémon.

Pokémon with the Recharge Move

PICHU	5 PTS.	MAGNEMITE	10 PTS.
PIKACHU	20 PTS.	MAGNETON	50 PTS.
RAICHU	30 PTS.	CHINCHOU	10 PTS.
		LANTURN	30 PTS.

Good Form Earns You Bonus Exp.

After a capture, you may be awarded bonus Exp., depending on various conditions. Aim for bonus points and it won't be long before you level up your Styler!

Exp. Rank

RANK	TOTAL EXP. BONUS (%)
S	50–
A	25–49
B	12–24
C	0–11

Bonus Exp.

BATTLE BONUS	CONDITIONS	BONUS EXP. (%)
Rapid Capture	Complete capture in 5 seconds or less.	12
Mach Capture	Complete capture in 2 seconds or less.	13
Boss Capture	Earned after all boss battles.	15
Good Poké Assist	Earned for each Poké Assist used that at least one enemy Pokémon was weak against.	13
Long Line	Capture Line was over a certain length.	15
10th Capture	Complete your 10th capture of any one species of Pokémon.	25
100th Capture	Complete your 100th capture of any one species of Pokémon.	50
One-Line Capture	Complete the capture without once lifting the stylus.	25
Charge 1 Capture	Fill the Pokémon's Friendship Gauge while a Level 1 Power Charge is in effect.	15
Charge 2 Capture	Fill the Pokémon's Friendship Gauge while a Level 2 Power Charge is in effect.	25
No Damage 1	Complete a capture without taking any damage.	10
No Damage 2	Complete your second No Damage battle in a row.	15
No Damage 3	Complete your third (or higher) No Damage battle in a row.	20
50+ Loops	Draw more than 50 loops.	10
100+ Loops	Draw more than 100 loops. (This bonus is not cumulative with the 50+ Loops bonus.)	20
Narrow Capture	The Styler's Energy is less than 20% at the time of capture.	15
Group Capture	In a capture involving multiple Pokémon, you encircle the whole group at least once.	30

Power Charge the Capture Styler

A Top Ranger's signature tool is the Fine Styler, which has the ability to Power Charge. Use it by holding the Capture Disc in one spot to build up power and execute more powerful captures. Power Charging can also speed up your captures as well.

LEVEL 1

When the line becomes rainbow-colored, its power is doubled.

LEVEL 2

When the line's thickness increases, its power is tripled.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Poké Assists

Pokémon Powers can enable successful captures

Poké Assists are an important part of a successful capturing strategy. Utilizing the strength of your Pokémon companions will make your life a lot easier, so it's well worth the effort to master these moves.

Poké Assists Make Captures a Piece of Cake

During a capture, tap the icon in the lower right corner of the screen and select one of your companion Pokémon. That Pokémon's Poké Assist can slow or stop a wild Pokémon, paving your way to victory! You'd be surprised how smoothly you can capture even fast and wily Pokémon when you use Poké Assists.

Poké Assists Require a Full Partner Gauge

Poké Assists can only be used when you have a full Partner Gauge. The Partner Gauge increases as you make loops around the target Pokémon; the gauge will indicate when it's full and you can use a Poké Assist.

Get Your Partner Pokémon in a Good Mood

When you see musical notes floating above your Partner Pokémon, it's in a Happy Mood and your Partner Gauge will fill 1.5 times as quickly as usual. When the Pokémon emits a cloud of musical notes, it's Very Happy, and the gauge fills twice as quickly.

Master All the Poké Assist Effects

Poké Assists have a wide range of effects, from paralyzing opponents to recharging the Capture Styler. When used by different Pokémon, the same Poké Assist may work differently or have different levels of effectiveness. Poké Assists also last longer when performed by evolved Pokémon.

- **Poké Assists and Effects**

NORMAL

Lengthens your Capture Line and raises the Friendship Gauge more than usual each time you complete a loop.

WATER

Touch the screen to form a bubble, then flick the stylus to launch the bubble in a direction. If it hits a Pokémon, it slows the Pokémon and raises its Friendship Gauge.

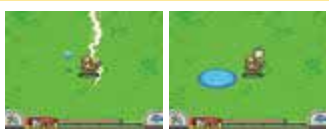
GRASS

Grass sprouts from your Capture Line, slowing any Pokémon that touches it. It has no effect on flying or floating Pokémon.

FIRE

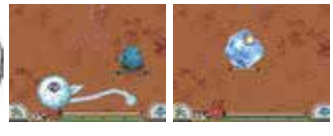
Tires out a Pokémon and each time you complete a loop it raises the Friendship Gauge more than usual.

ELECTRIC



Touch the screen and, after a pause, lightning will strike that spot. If it hits a Pokémon, it stops that Pokémon and raises its Friendship Gauge.

ICE



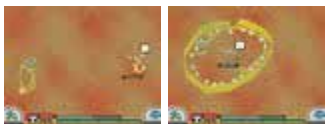
Touch the screen to form a snowball, then aim and throw it by flicking the stylus. If it hits a Pokémon, it stops that Pokémon and raises its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

FIGHTING

Each completed loop raises the Friendship Gauge more than usual.

GROUND



Slide the stylus to make the ground shake, pausing all Pokémon on the ground and raising their Friendship Gauge.

PSYCHIC

Draw a circle to create a ring of psychic energy, then flick the stylus to send it toward a Pokémon. It temporarily stops the Pokémon it hits and raises that Pokémon's Friendship Gauge.

ROCK

Flick the stylus to throw a stone in that direction, raising the Friendship Gauge of any Pokémon it hits.

DRAGON

Touch the screen and a meteor will soon fall on that spot, raising the Friendship Gauge of any Pokémon it touches and making the Pokémon Tired.

STEEL

Touch the screen to form an energy ball, then flick the stylus to launch it. If it hits, it pauses the Pokémon and raises its Friendship Gauge.

POISON

Touch the screen to form a toxic puddle that tires any Pokémon that touches it. This has no effect on flying or floating Pokémon.

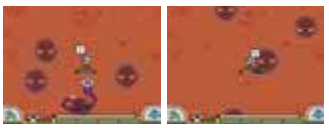
FLYING

Make a circle with the Capture Line to form a whirlwind, then keep circling to spawn smaller whirlwinds. These whirlwinds raise the Friendship Gauge of any Pokémon they hit.

BUG

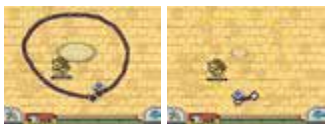
Slide the stylus and release to form a sticky mass and launch it in the opposite direction. It slows any Pokémon it hits and raises that Pokémon's Friendship Gauge.

GHOST



Draw a circle to form a ghost that slows any Pokémon it touches and raises its Friendship Gauge.

DARK



Some Pokémon create hazardous pools—circle them to clear them from the screen.

RECHARGE IS EXPLAINED ON P. 15.

Good Match-ups Have Stronger Effects

A Poké Assist's strength and duration changes depending on its group and the group of the target Pokémon. These changes are called Poké Assist match-ups. An effective match-up has a stronger effect and lasts longer, but an ineffective one will be weak and short-lived. The arrow on the upper screen tells you whether a match-up will be good or bad.

Poké Assist Match-ups

EFFECTIVENESS
◎.....x2
○.....x1.5
△.....x0.75

POKÉ ASSIST USED \ TARGET POKÉMON'S GROUP	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													△	△			△
Fire		△	△		○	○						○	△		△		○
Water		○	△		△				○				○		△		
Electric			○	△	△				△	○					△		
Grass		△	◎		△			△	◎	△		△	◎		△		△
Ice		△	△		○	△			○	○					○		△
Fighting	○					○		△		△	△	△	○	△		○	○
Poison					◎			△	△				△	△			△
Ground		○		○	△			○		△		△	○				○
Flying				△	○		○					○	△				△
Psychic							○	○			△					△	△
Bug		△			○		△	△		△	○			△		○	△
Rock		○				○	△		△	○		○					△
Ghost	△										○			○		△	△
Dragon															○		△
Dark							△				○			○		△	△
Steel		△	△	△		○							○				△

GRASS, POISON, AND GROUND POKÉ ASSISTS HAVE NO EFFECT ON POKÉMON THAT FLY OR FLOAT.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

A Pokémon and Its Poké Assist May Differ by Group

In most cases, a Pokémon belongs to the same group as its Poké Assist. But some Pokémon are different—for instance, Tyranitar is a Rock-group Pokémon with a Dark Poké Assist. To be safe, always double-check a Pokémon's Poké Assist group before using it!

Target Clear

Use Pokémon moves to overcome obstacles

A Target Clear is when you use your Pokémon's Field Moves or Area Moves to either remove obstacles or get past gaps in your path.

Pokémon Powers Will Help You on Your Journey

First you need to determine the type and strength of the Field Move you need. Then, see if there are any Pokémon on your team that have that move. If there aren't, you'll have to search the area and capture one—often, the Pokémon you need can be found nearby.

TARGET CLEAR TIP Check All Your Pokémon's Field Moves on the Upper Screen

When you want to know which Field Moves you have on hand, all you have to do is glance at the upper screen. There, next to each Pokémon's name, you'll see the name, group icon, and strength of its Field Move. This way, you won't need to examine your Pokémon one by one in the Browser.

If you don't see the Field Moves, press the L button to change the view mode.

Field Moves Can Reveal Hidden Pokémon

Field Moves are primarily for clearing obstacles, but they can also be used to uncover concealed Pokémon. Some wild Pokémon will camouflage themselves among environmental features like Strange Weeds or Solid Snow—use Field Moves to uncover these Pokémon.

Use the right move on this Planted Tree to unearth a Bonsly.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Quests

Ask around for people who could use your help!

Sometimes townspeople ask you for favors, which you can fulfill by going on a Quest. There are many different requests, ranging from finding Pokémon to rescuing Pokémon. It's a good way to fill the time between Missions!

Clear Quests to Get Power-up Data For Your Styler

Payment for completing Quests comes in various forms, including Power-up Data for your Capture Styler and the ability to have more Pokémon on your team. See page 129 for a Quest walkthrough.

Quest Power-ups at a Glance

POWER-UP	EFFECT	QUEST
Normal Defense	Reduces Normal damage by 3 pts.	Quest 05 (P.131)
Normal Defense	Reduces Normal damage by 3 pts.	Quest 31 (P.137)
Fire Defense	Reduces Fire damage by 3 pts.	Quest 13 (P.133)
Fire Defense	Reduces Fire damage by 3 pts.	Quest 30 (P.137)
Water Defense	Reduces Water damage by 3 pts.	Quest 02 (P.130)
Water Defense	Reduces Water damage by 3 pts.	Quest 27 (P.136)
Electric Defense	Reduces Electric damage by 3 pts.	Quest 03 (P.130)
Electric Defense	Reduces Electric damage by 3 pts.	Quest 43 (P.140)
Grass Defense	Reduces Grass damage by 3 pts.	Quest 01 (P.130)
Grass Defense	Reduces Grass damage by 3 pts.	Quest 33 (P.138)
Ice Defense	Reduces Ice damage by 3 pts.	Quest 22 (P.135)
Ice Defense	Reduces Ice damage by 3 pts.	Quest 56 (P.141)
Fighting Defense	Reduces Fighting damage by 3 pts.	Quest 26 (P.136)
Fighting Defense	Reduces Fighting damage by 3 pts.	Quest 45 (P.140)
Poison Defense	Reduces Poison damage by 3 pts.	Quest 17 (P.134)
Poison Defense	Reduces Poison damage by 3 pts.	Quest 46 (P.140)
Ground Defense	Reduces Ground damage by 3 pts.	Quest 12 (P.132)
Ground Defense	Reduces Ground damage by 3 pts.	Quest 57 (P.141)
Flying Defense	Reduces Flying damage by 3 pts.	Quest 10 (P.132)
Flying Defense	Reduces Flying damage by 3 pts.	Quest 44 (P.140)
Psychic Defense	Reduces Psychic damage by 3 pts.	Quest 20 (P.134)
Psychic Defense	Reduces Psychic damage by 3 pts.	Quest 39 (P.139)
Bug Defense	Reduces Bug damage by 3 pts.	Quest 06 (P.131)
Bug Defense	Reduces Bug damage by 3 pts.	Quest 42 (P.140)

POWER-UP	EFFECT	QUEST
Rock Defense	Reduces Rock damage by 3 pts.	Quest 11 (P.132)
Rock Defense	Reduces Rock damage by 3 pts.	Quest 61 (P.142)
Ghost Defense	Reduces Ghost damage by 3 pts.	Quest 16 (P.133)
Ghost Defense	Reduces Ghost damage by 3 pts.	Quest 38 (P.139)
Dragon Defense	Reduces Dragon damage by 3 pts.	Quest 25 (P.136)
Dragon Defense	Reduces Dragon damage by 3 pts.	Quest 55 (P.141)
Dark Defense	Reduces Dark damage by 3 pts.	Quest 07 (P.131)
Dark Defense	Reduces Dark damage by 3 pts.	Quest 37 (P.139)
Steel Defense	Reduces Steel damage by 3 pts.	Quest 09 (P.132)
Steel Defense	Reduces Steel damage by 3 pts.	Quest 58 (P.142)
Supreme Defense	Reduces all damage by 1 pt.	Quest 54 (P.141)
Time Assist	Lengthens the duration of Poké Assists. If received twice, the duration again increases.	Quest 18 (P.134) Quest 41 (P.140)
Latent Power	Raises power when Energy is orange. If received again, also raises power when Energy is yellow.	Quest 34 (P.138) Quest 59 (P.142)
Recovery	Recovers 1 pt. of Energy after a successful Capture. If received again, recovers 3 pts. of Energy.	Quest 19 (P.134) Quest 53 (P.141)
Combo Bonus	Raises power when you make six loops at once.	Quest 40 (P.139)
Long Line	Lengthens the Capture Line. If received again, lengthens the Capture Line even more.	Quest 04 (P.130) Quest 60 (P.142)
Power Plus	Raises Styler power by 3 pts. If received again, raises Styler power by another 2 pts.	Quest 14 (P.133) Quest 29 (P.137)
Energy Plus	Raises max Energy by 5 pts.	Quest 23 (P.135)

IF YOU RECEIVE THE SAME DEFENSE POWER-UP MORE THAN ONCE, IT STRENGTHENS THE EFFECT AND REDUCES DAMAGE BY AN ADDITIONAL 3 PTS.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Partner Pokémon

Which Pokémon will you choose to stand by your side?

Your Partner Pokémon is your constant companion—unlike wild Pokémon, it remains with you even after it performs a Poké Assist. Each of these 17 Pokémon can become your Partner after you complete a particular Mission or Quest.

Partner Pokémon and Type of Poké Assist

The two Pokémon you didn't choose in the Rookie Mission will be available in post-ending Quests. You'll find Pachirisu in Quest 47, Munchlax in Quest 48, and Starly in Quest 49.

You can change Partner Pokémon at Chicole Village's Partner Farm.

Your off-duty Partner Pokémon are on standby at Chicole Village's Partner Farm. If you want one of them to be your Partner, just touch it and press "Yes."

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Mission Clear Guide

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STORY AND CAPTURE INFORMATION

MISSION MAP

MISSION WALKTHROUGH

HOW TO READ IT

The walkthrough section tells you the order of events for clearing each Mission, and the Pokémon you need to accomplish them. Each Mission page contains three parts: The story and capture flow, the Mission map, and the Mission walkthrough.

Story and Capture Information

1 Mission Name

What the Mission is called.

2 Story

A brief summary of the story leading up to the Mission, and any points of interest. This summary assumes the hero is a boy.

3 Recommended Capture Sequence

You'll need help from lots of Pokémon to clear the Missions. Here's a list of all the Pokémon you can recruit throughout the Mission, making special note of which Pokémon you need for Target Clears and which you need for assistance in capturing other Pokémon. You don't necessarily need all of these Pokémon to clear the Mission. Also, multiple Pokémon of the same kind are listed together.

POKÉMON AND GROUP

Here you'll find the names and orders of all the Pokémon you should capture on the Mission. Also included are other Pokémon that may not be necessary to the Mission, but that you'll want to capture if you're looking to complete your Browser.

EFFECTIVE POKÉ ASSISTS AND FIELD MOVES

These Pokémon have either Field Moves that you need for a Target Clear, or Poké Assists that will help a lot in capturing other Pokémon that you do need. If you don't have one of these, search the area nearby for it.

TARGET CLEARS

A list of Targets impeding your progress through the Mission, and the Pokémon whose Field Moves will take care of them.

Mission Map

4 Map and Map Number

Map of the route you'll be taking on your Mission. Each map is individually numbered. For instance, the first map you visit at Ranger School is Map A01.

5 Pokémon That Appear

Shows Pokémon's name, type, and location. If several of the same Pokémon are at the same spot, generally just one is shown here.

6 Target Clear

Shows the target impeding your progress, and the Field Moves you need to remove it.

7 Save Machine

Shows the location of a Save Machine.

Mission Walkthrough

8 Course of Events

The order of events leading to the successful end of the Mission. For more on Poké Assists that will come in handy during your captures, see the Recommended Capture Sequence. For more detailed Pokémon information, turn to the Pokémon Browser on page 158.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ROOKIE MISSION

Soothe Pokémon on the Beach!

LOCATION **Ranger School~School Road~Vientown**

Your dream of becoming a Pokémon Ranger has brought you to the gates of the Ranger School. After you successfully capture Pikachu, you are accepted into the school.

Day by day, as you learn, train, and take part in the school's traditional initiation rites, you get closer to becoming a full Ranger.

Then one day, you suddenly receive notice that Pokémon are rampaging on Nabiki Beach.

It's an emergency! Quick, to the beach!

RECOMMENDED CAPTURE SEQUENCE

Ranger School

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS

School Tour

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Bidoof — Normal		
Wild Bidoof ×2 — Normal		
Wild Bidoof — Normal		
Wild Pichu — Electric		
Wild Budew — Grass		
Wild Bidoof — Normal		
Wild Taillow — Flying	Bidoof — Crush	Crate

Initiation

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Bidoof — Normal		
Wild Pichu — Electric	Bidoof — Crush	Crate
Wild Bidoof — Normal	Bidoof — Crush	Crate
Wild Bidoof — Normal	Bidoof — Crush	Crate
Wild Zubat — Flying		
Wild Bidoof — Normal	Bidoof — Crush	Crate
Wild Zubat — Flying	Zubat — Cut	Wood Fence
Wild Gastly ×4 — Ghost		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Styler Thief

- Wild Slakoth — Normal

1-Day Internship

- Wild Taillow — Flying
- Wild Squirtle — Water
- Wild Bonsly — Rock
- Wild Slakoth — Normal
- Wild Pichu — Electric
- Wild Taillow — Flying
- Wild Buneary — Normal
- Wild Starly — Flying / Wild Pachirisu — Electric / Wild Munchlax — Normal (CAPTURE ONE OF THESE THREE)
- Wild Tangrowth — Grass

Taillow	Cut	Wood Fence
Squirtle	Soak	Planted Tree
Bonsly	Tackle	Forest Tree

ROOKIE MISSION SOOTHE POKÉMON ON THE BEACH!

RANGER SCHOOL MAP

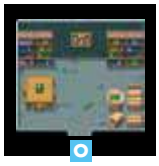
Ranger School

A 01

A 02

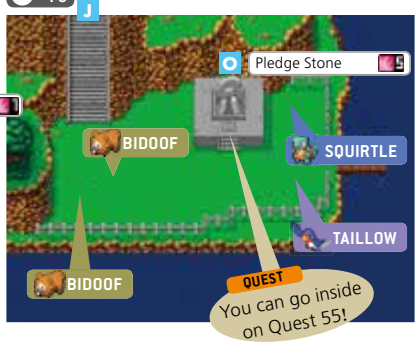
A 14

A 15



A 13

A 10

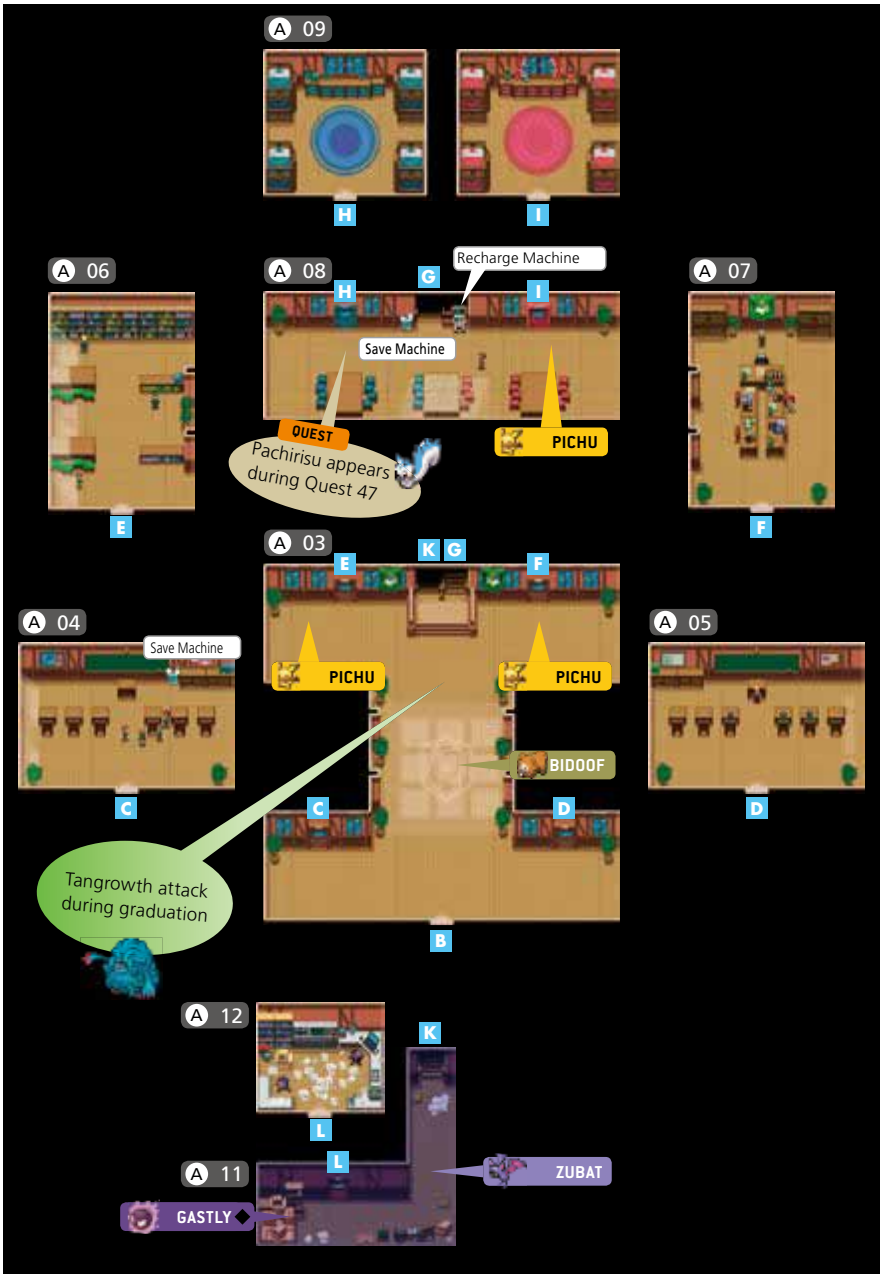


★ Appears once you are a Top Ranger
▲ Appears once you are able to ride Doduo

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RANGER SCHOOL MAP

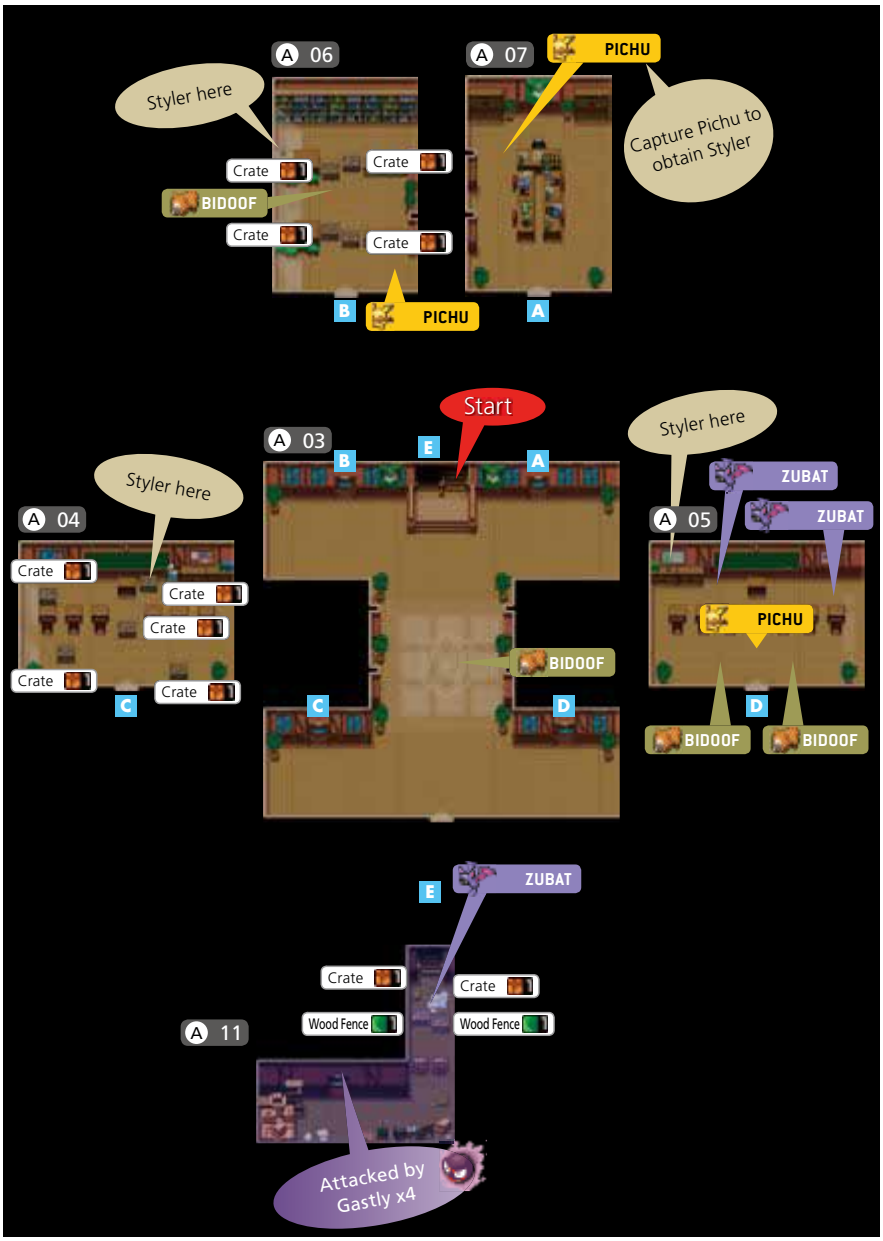
Ranger School



◆Appears during Mission 07, "Teach at Ranger School!"

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

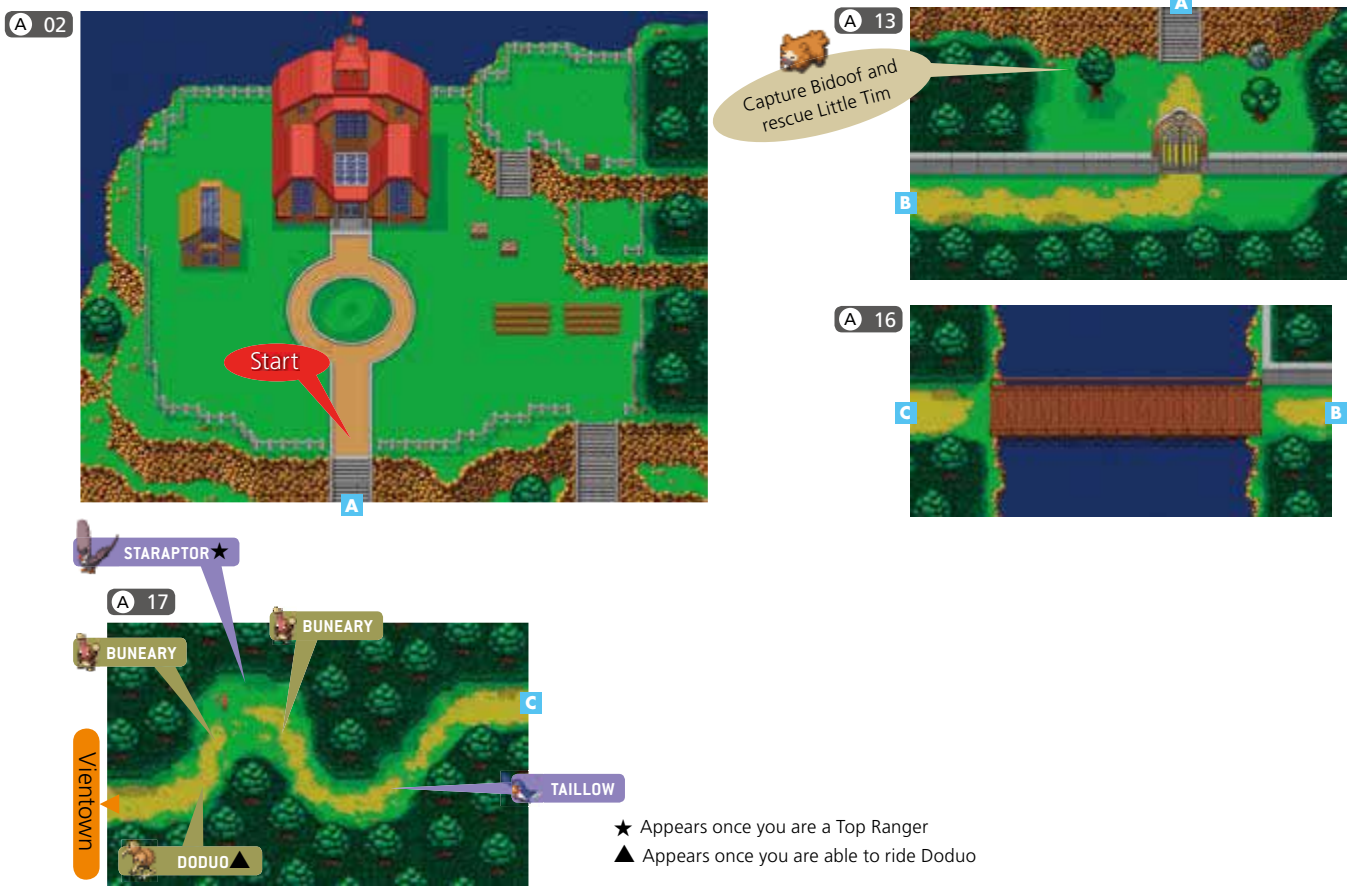
INITIATION MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

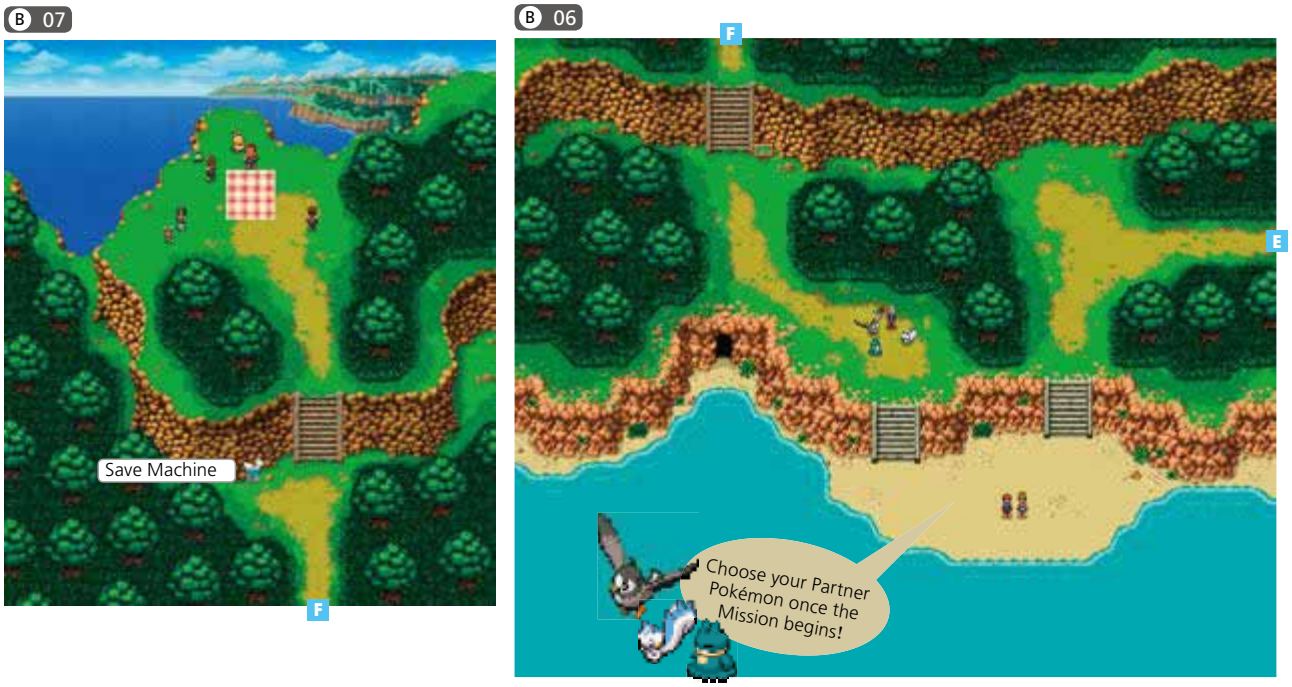
SCHOOL ROAD MAP

Ranger School



★ Appears once you are a Top Ranger
▲ Appears once you are able to ride Doduo

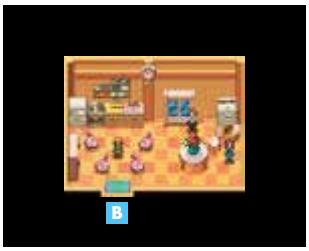
VIENTOWN MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

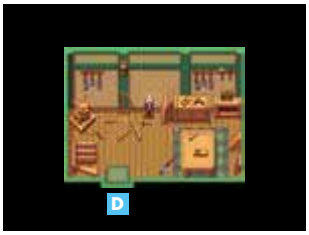
VIENTOWN MAP

B 03



B 02

B 04



B 05

Vientown

B 01

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 1 Get into Ranger School

Your quest to become a Pokémon Ranger finds you taking the Ranger School entrance exam—which involves trying to capture a Pikachu. Pikachu fights back with tackle attacks and thunderbolts. Wait for a lull in the attacks to capture it.

STEP 2 Rhythmi gives you a tour

After April introduces you to your new class, she assigns Rhythmi to give you a tour of the school. You're shown every room, but soon the school bell rings and you head outside.

STEP 3 Get schooled in the Training Room

The next school building you go into is the Training Room. The teachers, Kaplan and Claire, teach you the basics of capturing Pokémon and clearing Targets. After the lesson, Rhythmi says that there's one place left on campus to show you.

STEP 4 Capture the escaped Bidoof

As soon as you leave the Training Room, you hear Janice calling for help with a group of escaped Bidoof. Keith comes out of the school building, and before you know it you're in a Pokémon-capturing race with him. Capture four Bidoof if you don't want him to beat you.

STEP 5 Trip to Ascension Square

That one place left on campus that you had to see? That's Ascension Square, on the east side of campus. You head there with Rhythmi and Keith in tow. Rhythmi fills you in about Outdoor Class, and also about the Pledge Stone. And with that, your tour comes to an end.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 6 Initiation rites

Night falls, and with it begins the school's traditional student initiation. You have to prove yourself by finding four School Stylers that have been hidden throughout the main building. Each one is hidden differently, but Keith offers hints to help you out.

STEP 7 It was Pichu in the Faculty Room, with the Styler!

When you enter the faculty room, Keith hints that the Styler is not sitting still. There's a Pichu in the room, so chase it and capture it. When you do, you'll find the Styler.

STEP 8 Crush the Crates in the library for another Styler

In the library, Crates block your path. Return to the hallway and you'll find a Bidoof that you can capture and use to Crush the Crates. With your path clear, you'll find a School Styler on top of the desk on the upper left.

STEP 9 Crush a Crate in the classroom for a Styler

Enter your classroom (the one on the left side of the hall) and Keith tells you that the School Styler is inside one of the Crates. Capture the Bidoof that's out in the hall. Then use its Crush Field Move on the Crate sitting to the right of the teacher's desk. The Styler is hidden inside.

STEP 10 Collect the last Styler in the other classroom

Two Zubat are in the classroom on the right side of the hall, and they'll attack as soon as they see you. Capture them, and you're free to collect the final Styler. It's sitting on the counter in the upper-left corner of the room.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 11 Clear the Targets in the basement hallway so you can proceed

With all four School Stylers in hand, all that remains for you to do is take the stairs from the hall down to the basement. But in the basement hallway, you're confronted with more Crates, to Keith's surprise, but don't sweat it—just use Bidoof to Crush the Crates and move forward.

STEP 12 Capture the four Gastly that attack you

The next Target is a Wood Fence. Use Zubat to clear this one. You finally come to a door. As you pause to talk in front of it, you're suddenly assaulted by four Gastly. After you capture them, Kincaid emerges from the door and chews you out. Looks like the initiation is over.

STEP 13 Outdoor Class at Ascension Square

Outdoor Class is a special event where an active Pokémon Ranger comes and gives a lecture to the students. The guest of honor this time is Crawford. But in the middle of his lecture, he gets an urgent voicemail and is called away to Ranger duty.

STEP 14 Someone stole the School Stylers!

For class today, April has brought in a loaner Capture Styler, fully equipped with voicemail capability, to give you some hands-on Ranger experience. But then Kincaid bursts in and says that the School Stylers stored in the faculty room have gone missing.

STEP 15 Voicemail from Rhythmi at the dorm

Kincaid is convinced that Keith is the thief. You search the dorms for him when suddenly you receive a voicemail from Rhythmi telling you to come quickly to the building entrance. You head outside, where Rhythmi notices a School Styler on the ground.

STEP 16 Capture the Slakoth that's captured the man

At the foot of the stairs to the main building, you find Keith interrogating a stranger. Suddenly, a Slakoth drops from the Forest Tree above him and attacks the stranger. Capture the Slakoth, and the man spills the story of his lifelong dream of becoming a Ranger.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 17 1-Day Internship with the Vientown Rangers

Today is 1-Day Internship day, when the students get a taste of what it's like to work in their chosen careers. You and Keith, as aspiring Pokémon Rangers, are sent to the Vientown Ranger Base.

STEP 18 Capture Bidoof and save Little Tim

You and Keith are just stepping off-campus when you hear a voice calling for help. It's the milkman, Little Tim, and he's pinned to a tree by a couple of Bidoof. Keith takes on one Bidoof, and you capture the other.

STEP 19 Rush Mission at the Vientown Ranger Base

At the Vientown Ranger Base, the Operator reads you a letter left by the Leader, Barlow. It instructs you and Keith to deliver a very important package to Breeze Hill, west of the town. You and Keith hurry to fulfill your Mission.

STEP 20 Curious happenings at Breeze Hill!

You arrive at Breeze Hill and deliver the package, which turns out to be a boxed lunch. After a moment of relaxation, you head to Nabiki Beach to find the Beach Boy in a panic. His girlfriend is being besieged by Pokémon!

STEP 21 Capture the Pokémon that will later be your first Partner

Several different Pokémon are attacking the Beach Girl. Barlow and Crawford capture the Shellos, leaving you with a choice between Pachirisu, Starly, and Munchlax. The one you capture will become your first Partner later on.

STEP 22 Greet Professor Hastings at the Ranger Union

Back at the Vientown Ranger Base, you're paid a visit by Ranger Union Senior Technology Consultant Professor Hastings. You and Keith greet him nervously, and he kindly responds that he'll remember your faces and looks forward to working with you in the future.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 23

School's finally out!

Graduation at last! The day arrives and the school is bright and festive. As the highest achiever in your class, you've been chosen to accept the diplomas on behalf of your class.

STEP 24

Tangrowth interrupt the ceremony

A pair of Tangrowth suddenly bursts out from the basement and throws the graduation into chaos. Keith shouts to you to capture the Tangrowth. Take care in your approach. These Tangrowth are the strongest Pokémon you've faced yet.

MISSION 01

Deliver Vien Tribune!

LOCATION **Chicole Village~Chicole Path~Vientown**

With your new Capture Styler, given to you by Area Ranger Barlow, you're a real Ranger at last.

Your first Mission is to help your new colleague Crawford deliver a stack of Vien Tribune newspapers.

Go from house to house, making your introductions as you hand out the papers.

Then something wonderful happens—the Pokémon you captured back at Nabiki Beach becomes your Partner Pokémon.

Don't get too comfortable just yet—you still have your Ranger assignments to complete.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Chicole Path

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Budew — Grass	Budew — Tackle	Forest Tree
Wild Seedot — Grass		

SIDEBAR 1

Evolution of a Pokémon Ranger

Each Mission brings you closer to being a Top Ranger

There are several classes of Pokémon Ranger. The end of the road is Top Ranger, acheived after a Ranger has conquered many tough Missions and Quests. Here are some of the different Ranger Classes and uniforms.

Classes and Uniforms

Student Ranger

This green-and-blue ensemble is the uniform for aspiring Rangers attending Ranger School.

Area Ranger

This lightweight outfit provides ease of movement for the standard Ranger.

Top Ranger

The uniform is identical to an Area Ranger's uniform, with the exception of the Fine Styler worn on the right arm.

Capture Stylers

School Styler

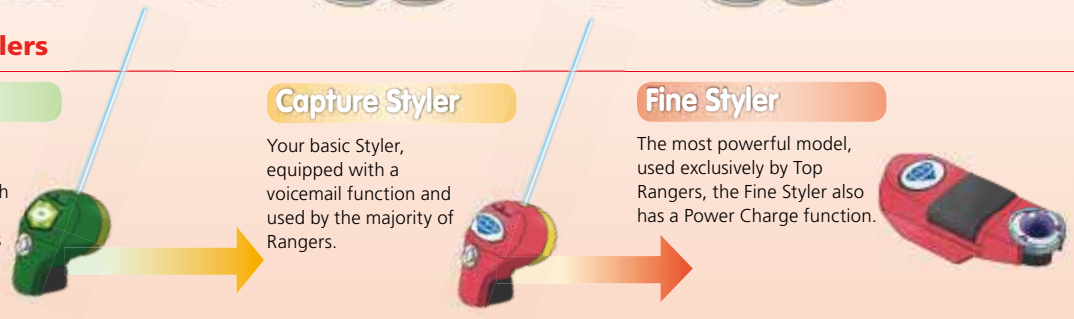
The first thing you'll notice is the green casing, colored to match the Student Ranger uniform. This Styler has no voicemail function.

Capture Styler

Your basic Styler, equipped with a voicemail function and used by the majority of Rangers.

Fine Styler

The most powerful model, used exclusively by Top Rangers, the Fine Styler also has a Power Charge function.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

VIENTOWN, CHICOLE VILLAGE MAP

Vientown

★ Appears once you are a Top Ranger
▲ Appears once you are able to ride Doduo
◆ Appears after you've accepted Mission 01, "Deliver Vien Tribune!"

WALKTHROUGH

STEP 1 First day on duty at the Vientown Ranger Base

Head north from your house in Chicole Village to Vientown. Then make yourself at home in the Ranger Base, where you get your new uniform and receive the Capture Styler that certifies you as a full-fledged Vientown Pokémon Ranger.

STEP 2 Master Poké Assists

The Capture Styler is a step up from your old School Styler. This Styler can use Poké Assists, which Crawford shows you how to perform. Poké Assists will help you capture even the fiercest Pokémon!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 3

Take on your first Mission—"Deliver Vien Tribune!"

Ranger Leader Barlow assigns you to help out on Crawford's exclusive gig—handing out Vien Tribune newspapers! You have to visit each house in Vientown and Chicole Village and hand the papers out one by one. Your Mission is done once each house has a copy.

STEP 4

Get your Partner Pokémon on Nabiki Beach

Remember the Pachirisu (or Starly or Munchlax) you captured on Nabiki Beach? Well, when you visit the beach again on your Vien Tribune delivery route, Pachirisu (or one of the others) is there—and it starts running around you. You can now make it your official Partner Pokémon.

MISSION 02

Investigate the Marine Cave!

LOCATION **Vientown~Marine Cave**

Barlow tells you about some strange sounds Mr. Woodward heard coming from the Marine Cave at Nabiki Beach.

That's when you're given a new Mission. Investigate the Marine Cave and uncover what's behind an apparent Pokémon rampage.

As soon as you enter the cave, you notice Pokémon acting strangely. They all move as if controlled by something, and there's a suspicious-looking device inside the cave.

It's up to you and Crawford to get to the back of the cave and save the Pokémon.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

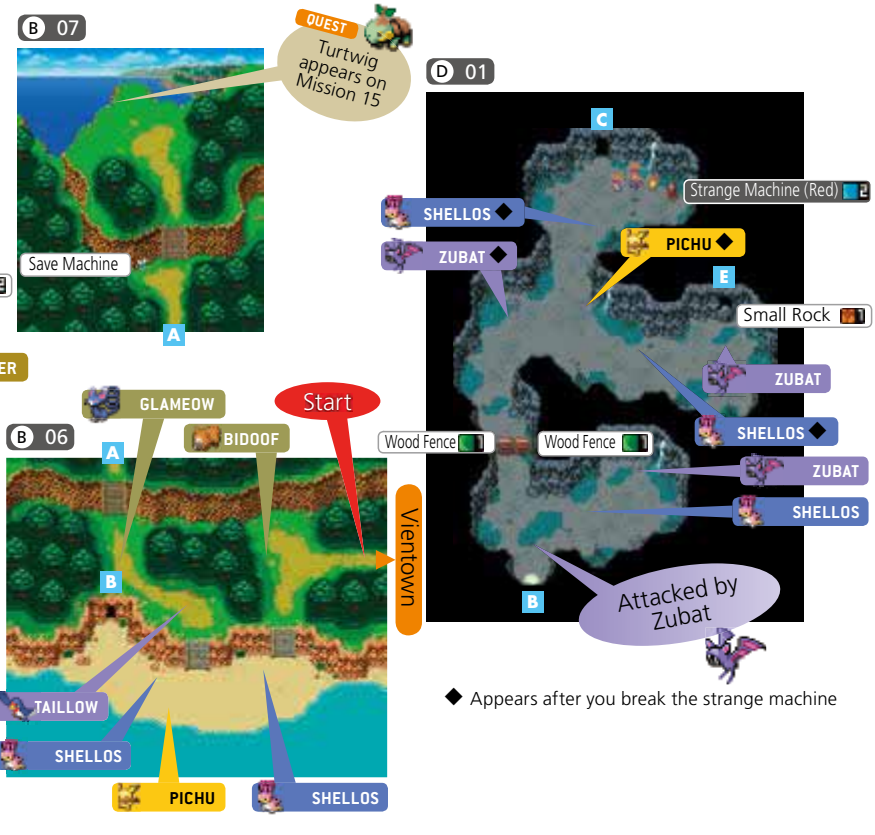
Vientown, Marine Cave

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Shellos — Water		
Wild Glameow — Normal		
Wild Pichu — Electric		
Wild Zubat — Flying		
Wild Shellos — Water	Glameow — Cut	Wood Fence
Wild Geodude — Rock	Shellos — Soak	Chunky Rock
Wild Squirtle — Water		
Wild Nosepass — Rock	Squirtle — Water	
Wild Gastrodon — Water	Nosepass — Crush	Rock
	Geodude — Crush	Small Rock
	Gastrodon — Soak	Rugged Rock
Wild Graveler — Rock	Shellos — Water	
Wild Gastrodon — Water	Gastrodon — Soak	Strange Machine (Red)

MARINE CAVE MAP

Marine Cave

Vientown



◆ Appears after you break the strange machine

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 1 Capture the Zubat that attacks you inside the cave

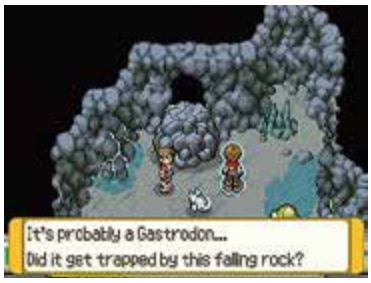
Fired up about the Mission Barlow assigned you, you enter the Marine Cave to find Pokémon acting very oddly. You're attacked by a Zubat at the cave entrance. But when you capture it, you can't befriend it for some reason. You'll have to go to the back of the cave to solve this mystery.

STEP 2 Destroy the Wood Fence and find the strange machine!

A Wood Fence blocks your path to the back of the cave. You need to use the Glameow from outside the cave in order to destroy the fence. Once past it, you'll find the strange machine that's controlling all the Pokémon. Search the rest of the cave to find another Pokémon to help you break the machine.

STEP 3 Free Gastrodon and break the strange machine

You'll need Gastrodon's help to break the strange machine. But the passageway that it's in is blocked by a Rock. Deeper in the cave you'll find a Nosepass you can use to Crush the Rock. Now use the Gastrodon's powers to smash the machine.



STEP 4 Return to the Ranger Base and it's Mission Clear!

After breaking the strange machine, head back to Vientown. In recognition of your efforts on Mission 02, you're promoted to Ranger Rank 1, allowing you to use Bug Poké Assists.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 03

Fight the Vien Forest Fire!

LOCATION **Vien Forest**

Back at the Ranger Base, Barlow is in a frenzy. Why? Vien Forest is on fire, that's why!

Barlow orders you to immediately go to Vien Forest. On your way, you run into Mimi's parents, who are worried because Mimi took her Happiny to the forest to play.

You find Mimi at the forest entrance, but three of her four Happiny are lost inside.

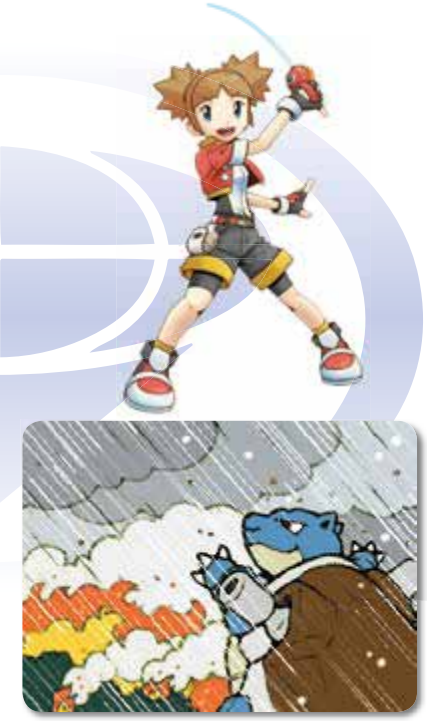
Make your way through the smoldering forest and try to find Mimi's three Happiny, as well as a way to put the fire out.

MISSION 03 FIGHT THE VIEN FOREST FIRE!

RECOMMENDED CAPTURE SEQUENCE

Vien Forest

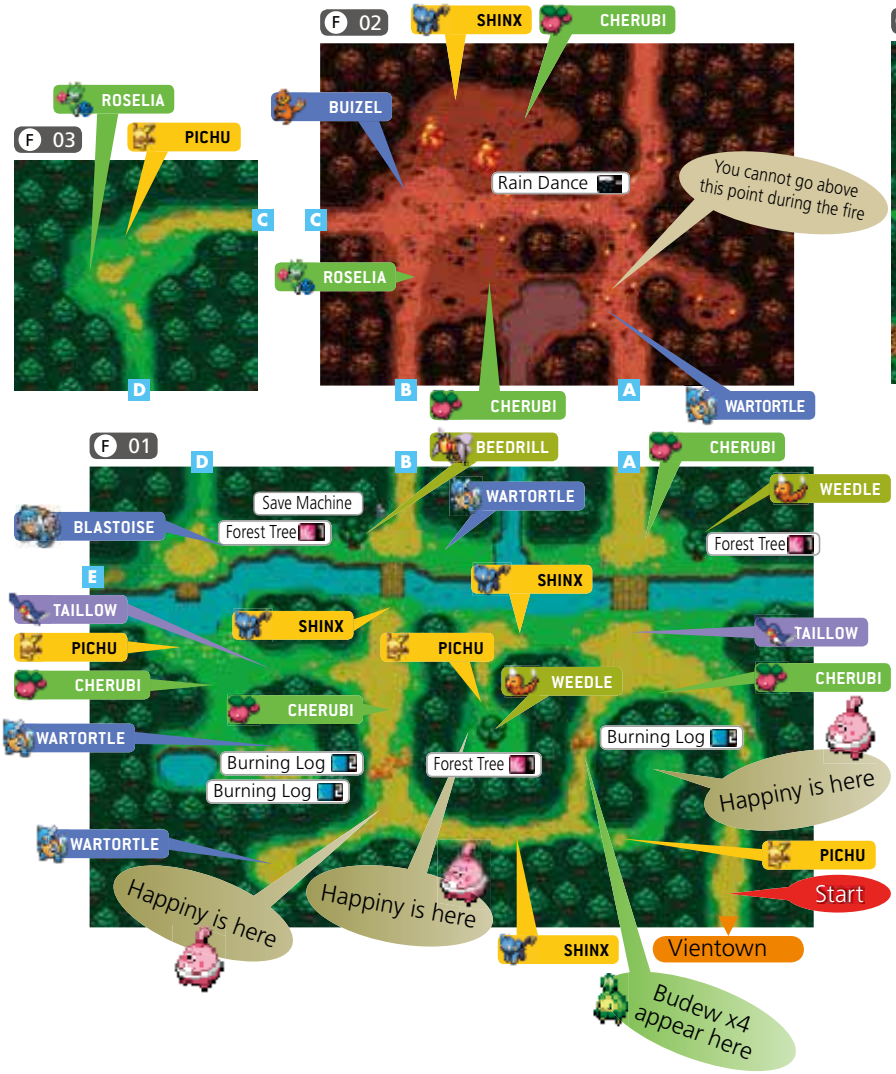
POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Budew ×4 Grass		
Wild Taillow Flying		
Wild Shinx Electric		
Wild Cherubi Grass		
Wild (Mimi's) Happiny Normal	Cherubi Tackle	Forest Tree
Wild Weedle Bug	Taillow Flying	
Wild Wartortle Water	Shinx Electric	
Wild (Mimi's) Happiny Normal	Wartortle Soak	Burning Log
Wild Shinx Electric		
Wild (Mimi's) Happiny Normal	Shinx Electric	
Wild Wartortle Water	Wartortle Soak	Burning Log
Wild Taillow Flying		
Wild Cherubi Grass	Cherubi Tackle	Forest Tree
Wild Beedrill Bug	Beedrill Bug	
Wild Roselia Grass	Roselia Grass	
Wild Blastoise Water	Taillow Flying	
Wild Grotle Grass		
Wild Buizel Water	Blastoise Rain Dance	Forest Fire



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

VIEN FOREST (ON FIRE) MAP

Vien Forest



WALKTHROUGH

STEP 1 Find the lost Happiny in Vien Forest

Your immediate Mission is to put out the fire in Vien Forest. Standing near the forest entrance is Mimi, who lives in the house next to the Ranger Base. Three of her Happiny are lost inside the forest, so now you also have to find them and guide them back to her.

STEP 2 Use Wartortle's powers to douse the Burning Log

You're walking through Vien Forest when suddenly a Burning Log topples to the ground in front of you, blocking the path and startling a group of four nearby Budew into attacking you. Capture the Budew, and then get Wartortle to douse the Burning Log.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 3

Get Blastoise to quench the flames

Continue into the forest and you run into Crawford. Take his advice and use Blastoise's Rain Dance Area Move to put out the flames. Roselia's and Grotle's Poké Assists will be helpful in capturing Blastoise.

STEP 4

Catch the suspicious man for a Mission Clear!

Once the flames go out, you'll notice a suspicious-looking man. Take him into custody and return to the Ranger Base. You're promoted to Ranger Rank 2 in recognition of your hard work. Now you can use Fire and Fighting Poké Assists.

MISSION 04

Destroy the Strange Machines!

LOCATION Vien Forest~Pueltown

The Ranger Union's Senior Technology Consultant, Professor Hastings, is paying a visit to the Vientown Ranger Base.

The Pokémon Rangers at the Ranger Base have been analyzing the strange machine you brought out of the Marine Cave.

Professor Hastings has come to have a look at it, and he tells you that he also saw a group of men lugging a strange machine around Pueltown.

The Pokémon of Pueltown are in danger!

Barlow orders you and Luana to Pueltown to investigate and destroy the strange machines.

What are you waiting for?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

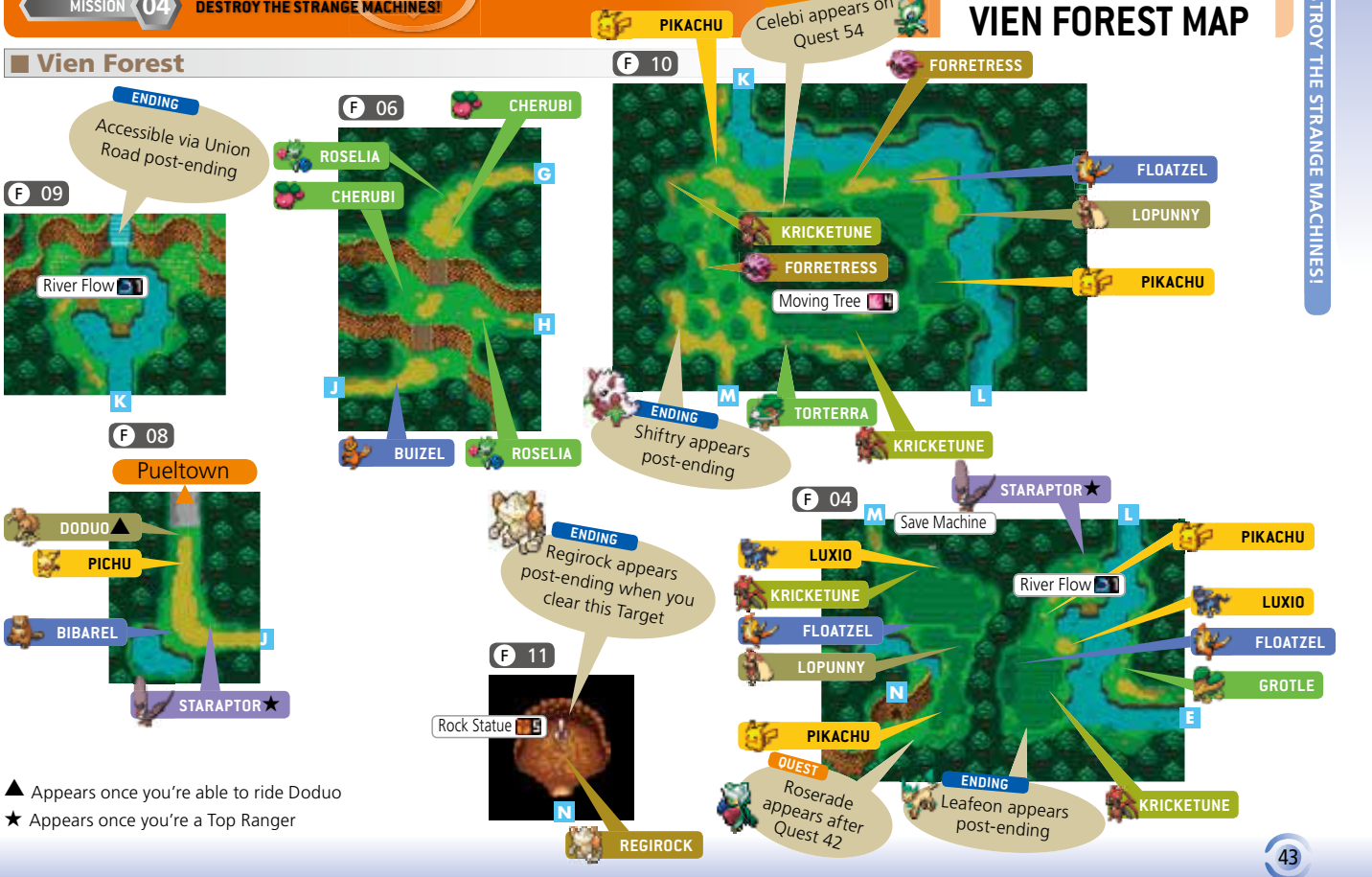
RECOMMENDED CAPTURE SEQUENCE

Vien Forest, Pueltown, Chicole Village

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Buizel — Water	Buizel — Soak	Planted Tree
Wild Bonsly — Rock		
Wild Bibarel — Water	Bibarel — Soak	Strange Machine (Red)
Wild Bibarel — Water	Bibarel — Soak	Strange Machine (Red)
Wild Growlithe — Fire		
Wild Magnemite — Electric		
Wild Rattata — Normal		
Wild Chatot — Flying		
Wild Tyrogue — Fighting	Chatot — Flying	
Wild Growlithe — Fire	Growlithe — Burn	Strange Machine (Green)
Wild Magby — Fire	Growlithe — Burn	Strange Machine (Green)
Wild Voltorb — Electric	Magby — Fire	
Wild Voltorb — Electric	Voltorb — Electrify	Gate
Wild Growlithe — Fire		
Wild Elekid — Electric		
Wild Bibarel — Water	Growlithe — Burn	Strange Machine (Green)
Team Dim Sun's Rattata x4 — Normal	Voltorb — Electrify	Gate
Team Dim Sun's Toxicroak — Poison	Elekid — Electrify	Strange Machine (Blue)
Wild Kricketot — Bug	Bibarel — Water	

VIEN FOREST MAP

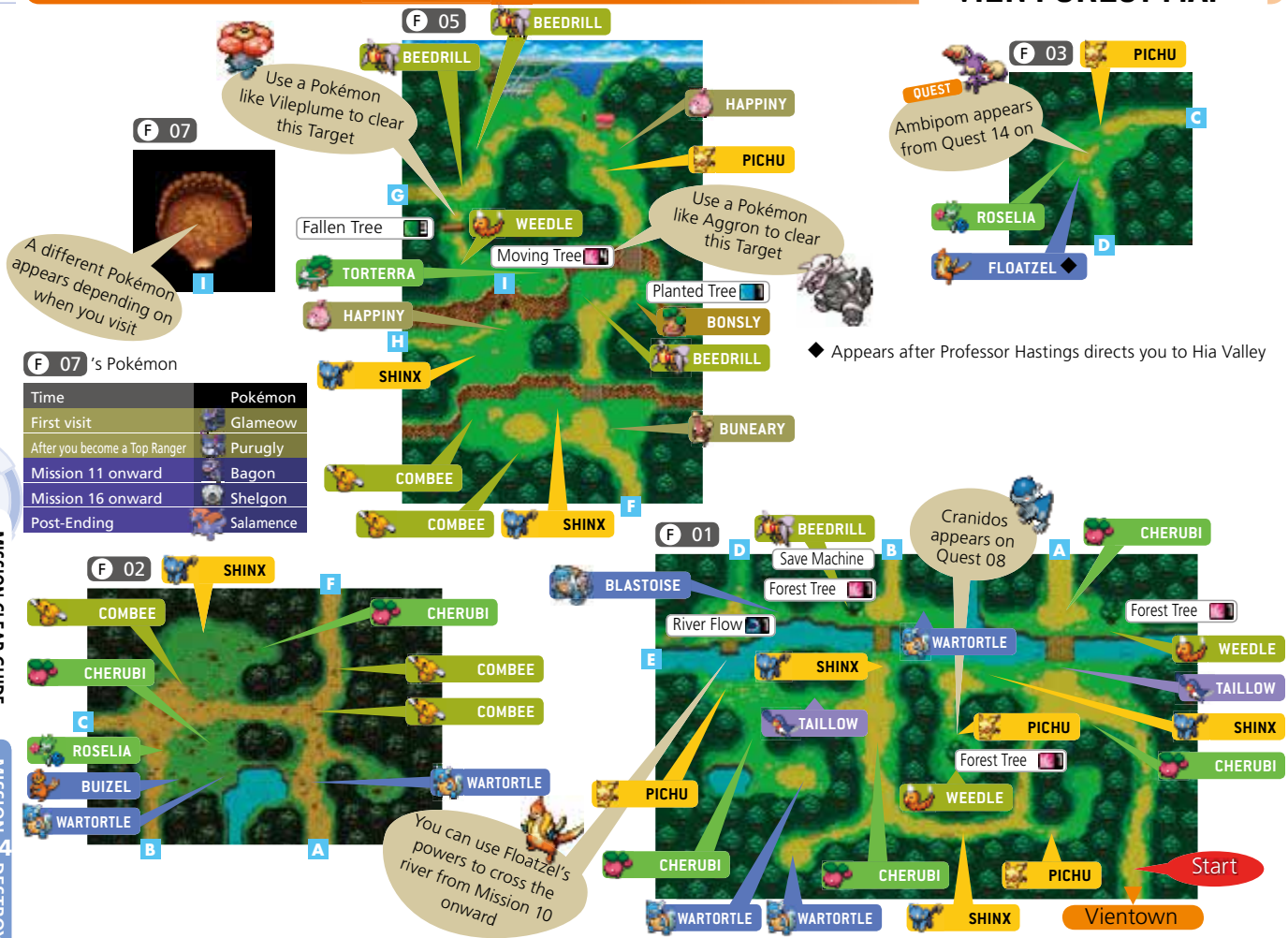
Vien Forest



▲ Appears once you're able to ride Doduo
★ Appears once you're a Top Ranger

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

VIEN FOREST MAP



◆ Appears after Professor Hastings directs you to Hia Valley

F 07 's Pokémon

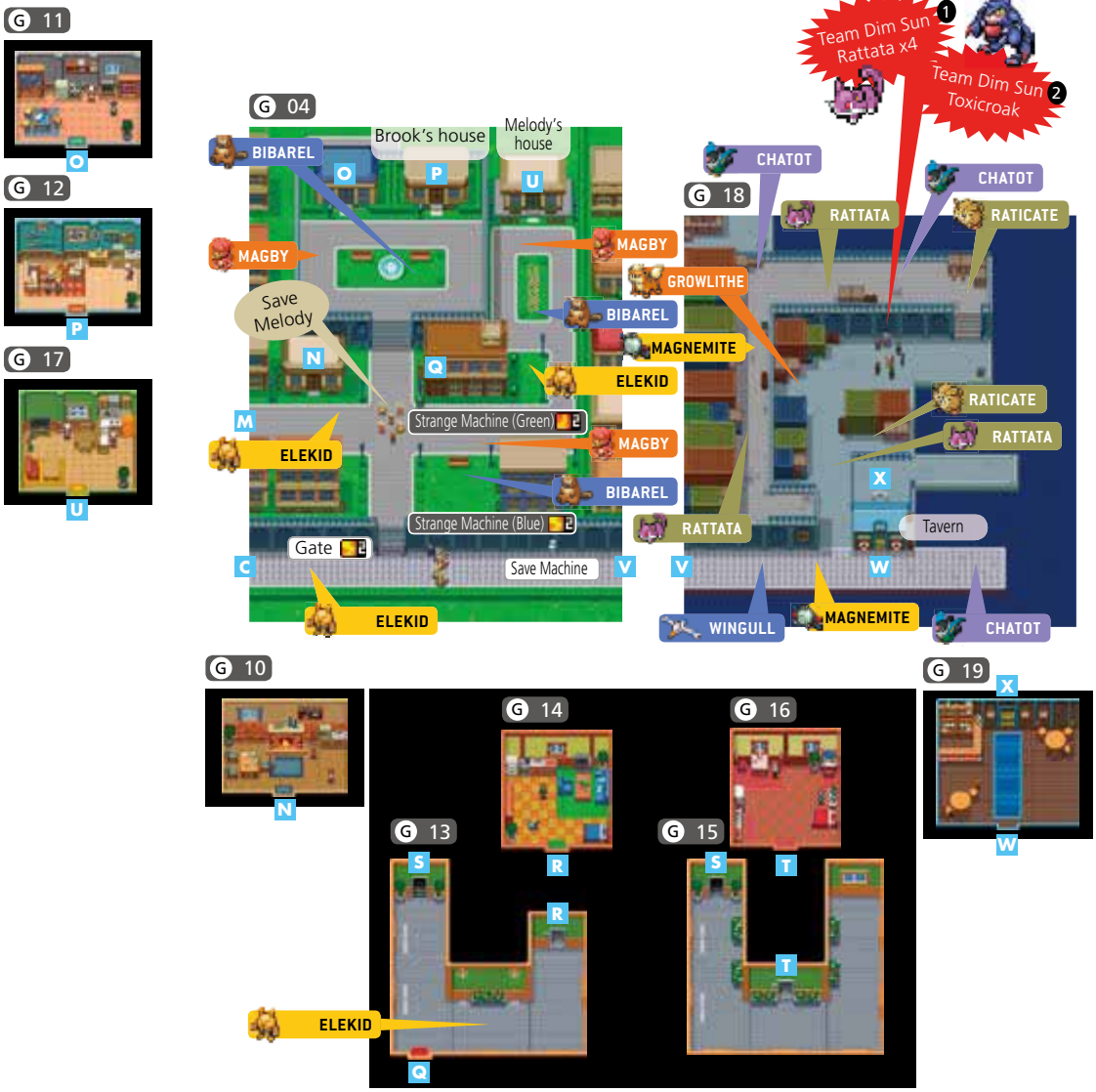
Time	Pokémon
First visit	Glameow
After you become a Top Ranger	Purugly
Mission 11 onward	Bagon
Mission 16 onward	Shelgon
Post-Ending	Salamence

MISSION 04 DESTROY THE STRANGE MACHINES!

PUELTOWN MAP (WHILE STRANGE MACHINE IS OPERATIONAL)

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PUELTOWN MAP (WHILE STRANGE MACHINE IS OPERATIONAL)



WALKTHROUGH

STEP 1 Head to Pueltown to destroy the strange machines

Barlow orders you to Pueltown. On your way through Vien Forest, you'll find Bibarel just outside the entrance to Pueltown. Capture it here, because it's about to come in handy for clearing a particular Target.

STEP 2 Pueltown is full of strange machines!

When you arrive at Pueltown, it's clear right away that something is wrong with the Pokémon there. They're under the control of more strange machines just like the one back at the Marine Cave. Find and destroy all the strange machines in the city.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 3 Destroy two red strange machines

Near the Ranger Depot are two red strange machines. These can be taken out with Bibarel's Soak. Once you destroy both machines, Elekid and Growlithe abandon the stairs they've been blocking, and you can get through to the west side of town.

STEP 4 Destroy two green strange machines

Two green strange machines control the west side of town. Growlithe's Field Moves can take care of these. Once the machines are gone, Voltorb and Chatot stop blocking the streets. Use Voltorb to open the Gate so you can get to the east part of town.

STEP 5 Rescue Melody on the east side of town

Pokémon on the east side of town have ganged up and surrounded Melody. Use Growlithe to break the green strange machine, then get Voltorb to open the Gate. Use Elekid to break the blue strange machine, then head toward the docks.

STEP 6 First boss fight—Team Dim Sun at the harbor

Snooping around the Pueltown docks, you stumble upon a gang of people all dressed in black and calling themselves Team Dim Sun. They send four Rattata to harass you. You capture the Rattata, but before you can catch your breath, the team has thrown a Toxicroak at you! Capture Toxicroak, and Team Dim Sun retreats.

STEP 7 Go with Ollie to Chicole Village

After driving off Team Dim Sun, you return to the Vientown Ranger Base. Just when you're about to go out on a patrol, a reformed Ollie makes a request. He wants you to accompany him to Chicole Village.

STEP 8 A haunted hat at Partner Farm?

You're greeted at Chicole Village with the unexpected news that Partner Farm is being haunted by a hat ghost, which turns out to be an ordinary Kricketot inside an old hat. Capture it, and then take care of Ollie's request at the lower-right house in Chicole Village. Afterward, Kricketot joins your stable of Partner Pokémon.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 05

Recover a Key from Sharpedo!

LOCATION **Pueltown~Puel Sea**

All northward traffic from Pueltown is at a halt because the Norward Bridge is raised. But Brook, the bridge operator, says he's lost the key.

Barlow produces the Micro Aqualung, a device that enables a person to breathe underwater, and gives it to you.

You ride out to the spot on the ocean where Brook dropped the key, and plunge beneath the waves. You find the key right away, but suddenly, out of nowhere, a Sharpedo snaps it up!

Barlow voicemails you. You have to get the key back from Sharpedo—turning your search-and-find jaunt into a real Mission!

RECOMMENDED CAPTURE SEQUENCE

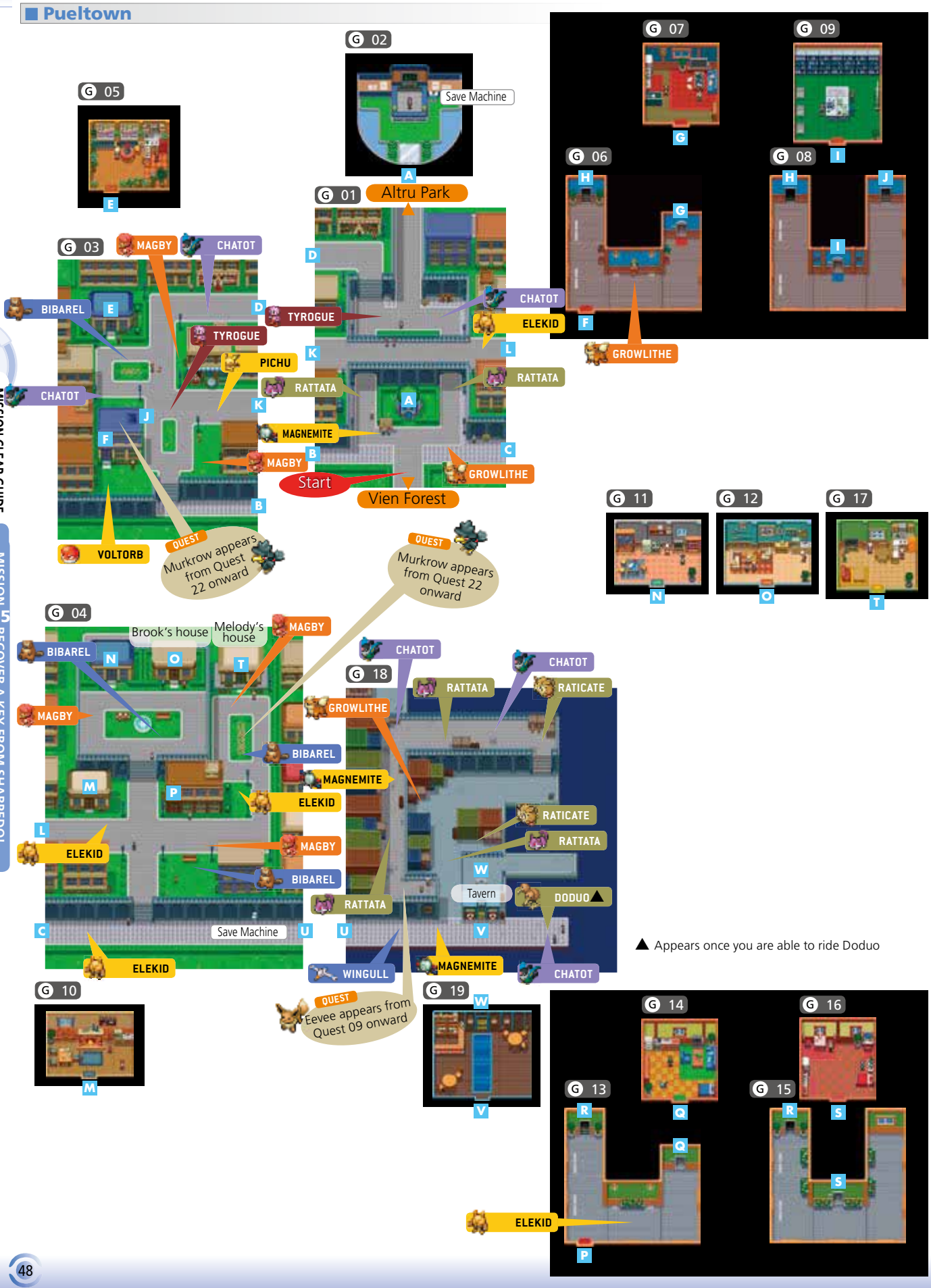
Pueltown Docks, Puel Sea

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Wingull Water	Wingull Water	
Wild Raticate Normal		
Wild Finneon Water		
Wild Mantyke Water	Mantyke Water	
Wild Chinchou Electric		
Wild Qwilfish Water	Finneon Crush	Small Rock
Wild Staryu Water	Staryu Cut	Wood Block
Wild Corsola Water		
Wild Staryu Water	Staryu Cut	Wood Block
Wild Mantine Water	Mantine Swim	Sea Floor Entrance
Wild Sharpedo Water	Corsola Water	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PUELTOWN MAP

Pueltown



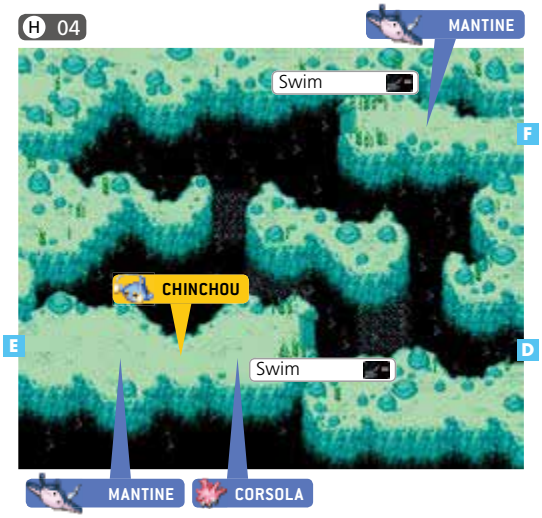
▲ Appears once you are able to ride Doduo

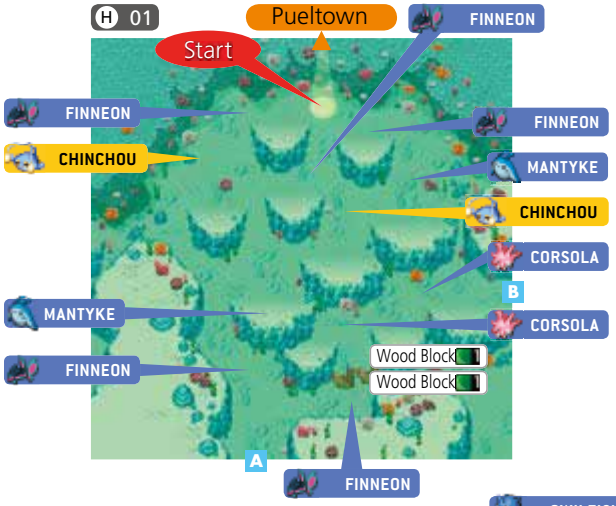
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

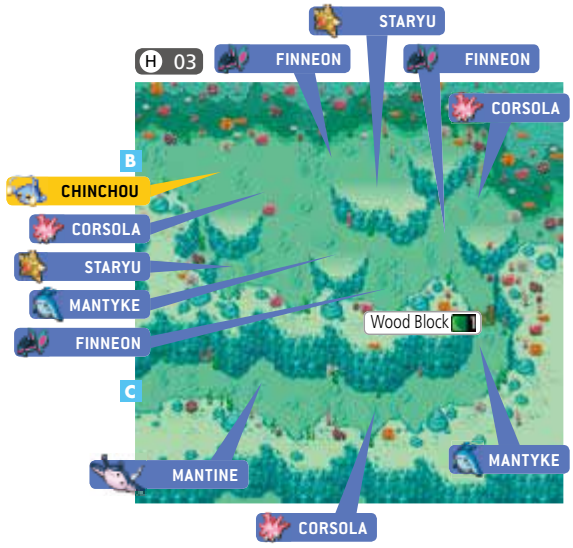
PUEL SEA MAP

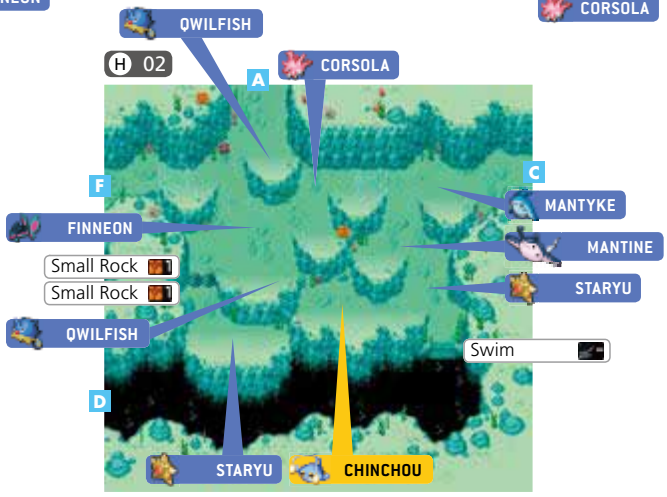
Puel Sea

◆ Does not appear while you are chasing Sharpedo in Mission 05, "Recover a Key from Sharpedo!"









Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 1 Go to Pueltown and talk to Barlow

After you return to the Ranger Base and speak to Barlow, he and Professor Hastings leave for the Ranger Union. The next day, Barlow sends word that he's been busy in Pueltown. Make your way through Vien Forest to help Barlow.

STEP 2 Go find Brook at the docks

Pueltown's Norward Bridge is out, just when Barlow and Professor Hastings need to go north. Head to the docks on the east side of town to find bridge operator Brook, who's the only person who can lower the bridge and let you across.

STEP 3 Ride out and dive down

You'll find Brook on the lower level of the docks. The bad news is, he dropped the key that controls the bridge into the ocean. Luckily, he can take you out on a boat to the exact spot where he dropped the key, and you can dive under and look for it.

STEP 4 Chase the Sharpedo that took the key

Unfortunately, none of the Pokémon you currently have can go underwater. But fortunately, you can always capture more Pokémon underwater to serve your needs. You find the key, but as you draw near, Sharpedo gulps it down and swims away with it. Get back that key!

STEP 5 Staryu's powers can clear the Target

A Wood Block blocks your way east. So first, go south and use Finneon to break the Small Rock, allowing you to get to Staryu. Then, use Staryu to slice apart the Wood Block so you can go east.

STEP 6 Hitch a ride on Mantine

After you clear the Wood Block, your route will have you crossing paths with Mantine. Mantine has the power to transport you across crevasses in the ocean floor. Capture it, and when you reach a dropoff and see "?" above your character's head, tap Mantine and hitch a ride.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 7 Use the currents to help you capture Sharpedo

Sharpedo has settled in at a dead end to the west and keeps swimming away in circles. Use the water currents to propel you forward as you chase it in a clockwise direction. Once you catch up to it, capture it and the key is yours.

STEP 8 Got the key—Mission Clear!

Once you're back on dry land, Barlow raises your Ranger Rank to 3, allowing you to use Ground and Steel Poké Assists and have up to four Pokémon with you at a time. Go to Norward Bridge and Brook will lower it for you.

MISSION 06

Seek the Origin of the Quake!

LOCATION **Altru Park~Union Road~Ranger Union~Peril Cliffs**

An earthquake rocks Union Road as you're on your way home to Vientown from the Ranger Union.

A lady comes out from a cabin, saying that she saw a man and some large Pokémon pass by. The man said they were in training, and he and the Pokémon started to climb the Peril Cliffs. It was then, the lady said, that the earthquake struck.

This seems too coincidental. Barlow gives you a new Mission: "Seek the Origin of the Quake!"

With grim determination, you begin to climb the Peril Cliffs.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

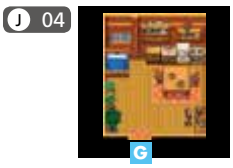
Union Road, Peril Cliffs

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Mareep — Electric	Mareep — Electric	
Wild Swellow — Flying		
Wild Aipom — Normal	Swellow — Flying	
Wild Pineco — Bug		
Wild Spearow — Flying	Pineco — Tackle	Strange Weed
	Spearow — Flying	
Wild Oddish — Grass		
Wild Magnemite — Electric		
Wild Growlithe — Fire		
Wild Swellow — Flying	Oddish — Grass	
Wild Bibarel — Water	Growlithe — Fire	
Wild Pineco — Bug	Pineco — Tackle	Forest Tree
	Swellow — Flying	
Wild Yanma — Flying	Bibarel — Water	Gigaremo (Red)
Wild Staravia — Flying	Yanma — Flying	
Wild Pineco — Bug	Aipom — Normal	
Wild Larvitar — Ground		
Wild Magnemite — Electric		
Wild Staravia — Flying	Staravia — Cut	Vine
Wild Spearow — Flying	Staravia — Flying	
Wild Pinsir — Bug	Spearow — Cut	Vine
	Staravia — Flying	
Wild Mankey — Fighting	Larvitar — Rock	
WIld Numel — Fire	Pinsir — Bug	
Wild Gligar — Ground	Mankey — Fighting	
Wild Mawile — Steel	Gligar — Cut	Vine
	Numel — Ground	
Wild Cherrim — Grass		
Wild Mawile — Steel	Mawile — Crush	Gigaremo (Yellow)
	Mawile — Crush	Gigaremo (Yellow)
Wild Aron — Steel	Cherrim — Grass	
	Aron — Steel	
Team Dim Sun's Rampardos — Rock		
Wild Doduo — Normal		

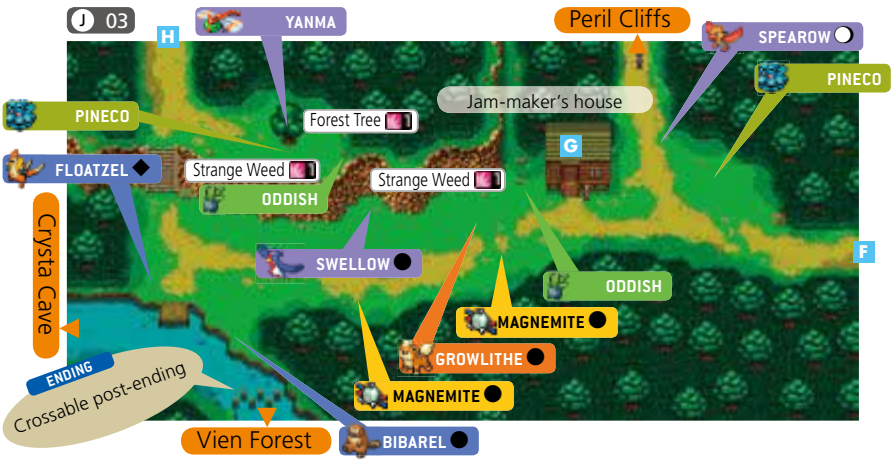
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RANGER UNION, UNION ROAD MAP

■ Ranger Union



■ Union Road

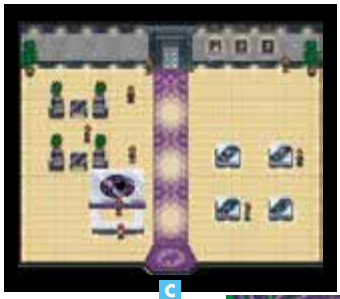


● Does not appear between when the earthquake occurs and Mission Clear
▲ Appears once you are able to ride Doduo
◆ Appears after Professor Hastings directs you to Hia Valley
★ Appears once you are a Top Ranger
❍ During this mission, does not appear after the earthquake occurs
☆ Appears after the start of Mission 07, "Teach at Ranger School!"

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ALTRU BUILDING, ALTRU PARK MAP

Altru Building

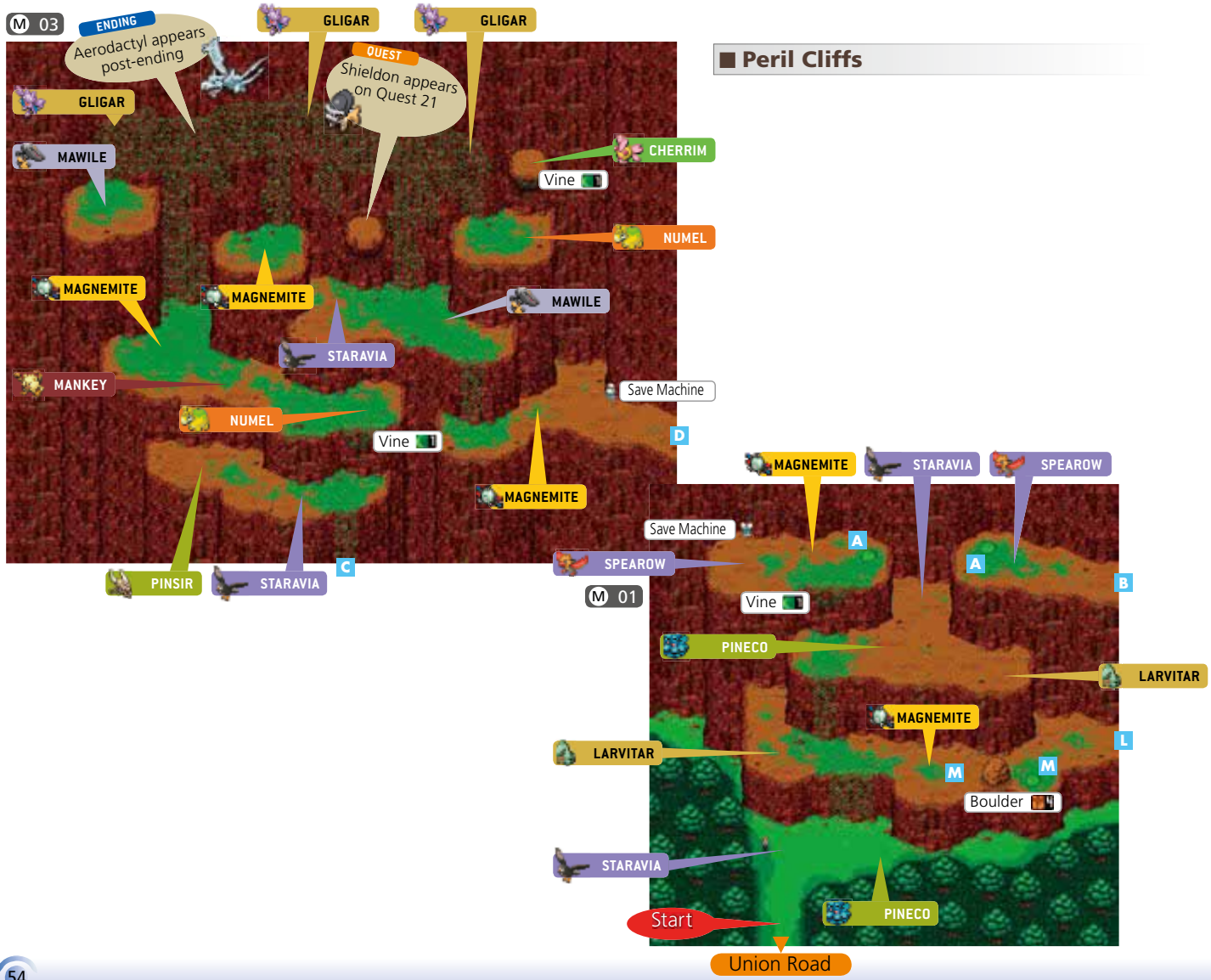


Altru Park

★ Appears once you are a Top Ranger

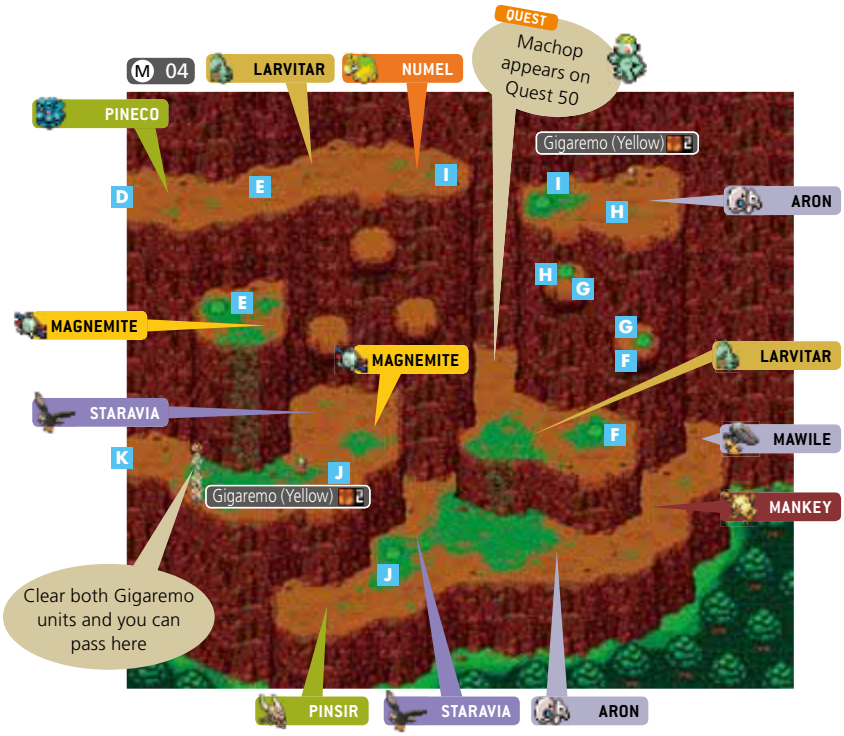
PERIL CLIFFS MAP

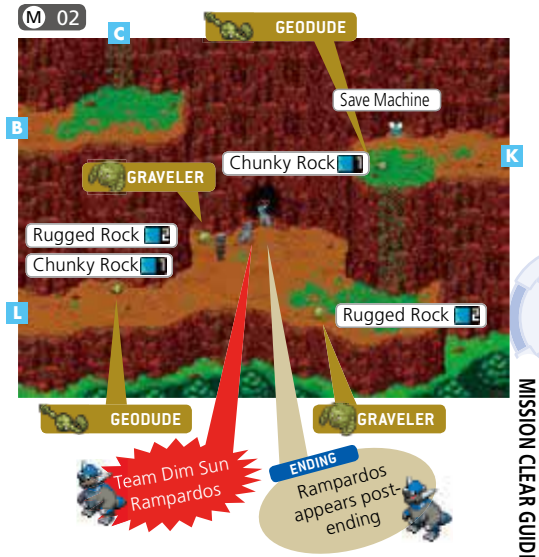
Peril Cliffs



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

PERIL CLIFFS MAP





WALKTHROUGH

STEP 1 Go to Altru Park with Murph

You begin to cross the lowered Norward Bridge when Ranger Union Public Relations Officer Murph comes across to greet you. You see Professor Hastings and Barlow off on their way to the Ranger Union, and then go with Murph to Altru Park.

STEP 2 Isaac's sightseeing tour of Altru Inc.

In Altru Park, you run into Isaac, your schoolmate from the other class back at Ranger School. Isaac offers to show you around Altru Inc. You even get to meet Blake Hall, the company's president.

STEP 3 Go to the conference at the Ranger Union

You receive a voicemail upon leaving the Altru Building. It's from Barlow, and he wants you to come to the Ranger Union. When you get there, you'll be asked to destroy a red Gigaremo, so be sure to capture a Bibarel along the Union Road on your way there.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 4 Join the conference

On your way into the Ranger Union, Murph tells you that the conference room is on the second floor. Nage greets you on the second floor and shows you to the conference room. Inside, use Bibarel to destroy the Gigaremo, then listen to Professor Hastings' explanation.

STEP 5 Answer Wendy's questions

After Professor Hastings' report, Wendy asks you four questions about your experience in Mission 04, "Destroy the Strange Machines!" The right answer to all of the questions is "Yes," but there's no penalty for answering them wrong.

STEP 6 Talk to Barlow and return to Vientown

After Chairperson Erma speaks, the meeting is adjourned. You can explore the Ranger Base while Barlow and Professor Hastings talk. Talk to Barlow on the right-side room on the second floor to move on to the next day. Rendezvous with Barlow on the first floor and head back to Vientown together.

STEP 7 Find out what caused the earthquake

You're walking along Union Road when suddenly the earth begins to shake. A lady runs out of a log cabin and worries about a mountain climber she just saw on the Peril Cliffs. Barlow then assigns you a new Mission—go to the Peril Cliffs and determine what caused the earthquake!

STEP 8 Travel using Vines and Springy Grass

The Peril Cliffs are just as steep as their name implies. Work your way around by climbing the Vines on the cliff walls and by jumping on Springy Grass. The Springy Grass can launch you to a peak far from where you started, but you'll always be able to get back.

STEP 9 Use Pokémon Powers and you'll be vine!

Some Vines are ready-to-climb, and some hang just out of reach. For the latter kind, have a Pokémon like Staravia, Swellow, or Gligar use Cut to cut down one end of the Vine so you can reach it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 10 Capture two Mawile

Capture Mawile when you see it, since you'll need it for Target Clears later on. In fact, it's not a bad idea to have two. Mawile is Steel-group, so Mankey or Numel will come in handy with a Poké Assist while you're capturing it.

STEP 11 Use Vines to dodge Gligar

Some walls are covered in thick Vines, which let you move side-to-side as you climb. This is useful for dodging Gligar's rush attack, which can make you fall. You can catch Mawile on the upper-left peak. On the upper-right peak, you can climb up a little further to find Cherrim. Descend a Vine near the upper-right peak and you can proceed eastward.

STEP 12 Destroy two yellow Gigaremos

Further on, you'll find Pokémon under the control of two active Gigaremo. Larvitar and Aron are blocking the route west. Use Mawile's powers to shut down both Gigaremo, and Larvitar and Aron will move out of the way so you can proceed.

STEP 13 Capture Team Dim Sun's Rampardos!

When you come within view of the Rampardos, Barlow asks if you're ready to proceed. Answer "Yes" and you'll enjoy a brief exchange with a Team Dim Sun Minion before taking him down. Rampardos is a Rock-group, so your Cherrim, Mankey, and Numel will supply your go-to Poké Assists.

STEP 14 Report back to the log cabin after the Mission Clear!

Fend off the Team Dim Sun Minion and Barlow grants you Ranger Rank 4, enabling you to use Poison, Ghost, Psychic, and Dark Poké Assists. Now return to the log cabin on Union Road and tell the lady there what caused the quake.

STEP 15 Barlow teaches you how to ride Doduo

As you travel eastward on Union Road, you run into a pair of Doduo. Capture them and you can ride on their backs from place to place. From this point on, you can find Doduo in every area of the Almia Region. Saddle one up and return to Vientown.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 07

Teach at Ranger School!

LOCATION **Ranger School**

This is a special day for you. Today is the day when you return to your alma mater and conduct classes at the Ranger School—but just for the day!

Outdoor Class begins as you happily catch up with your old teachers.

The main event is the question-and-answer roundtable. Cheerful and energetic, the students pepper you with questions. And you're having a ball answering them, when suddenly…

Team Dim Sun appears, and their Pokémon attack!

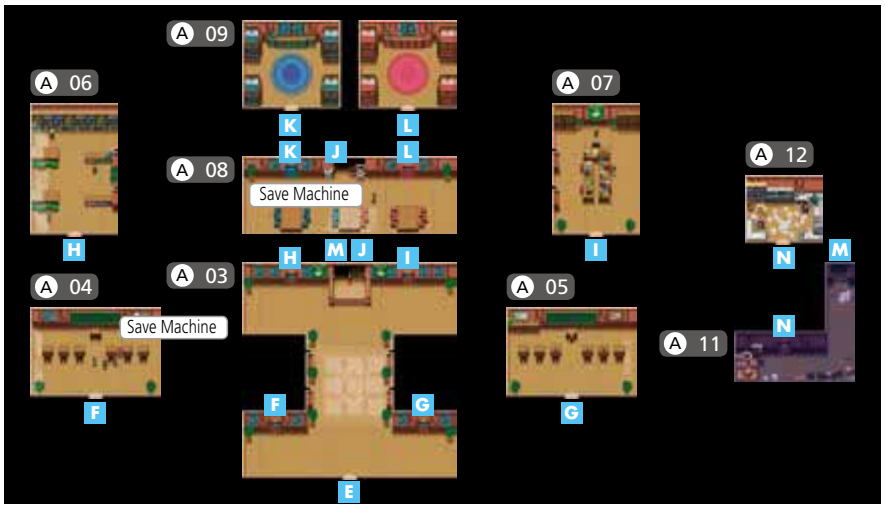
MISSION 07 TEACH AT RANGER SCHOOL!

RECOMMENDED CAPTURE SEQUENCE

Ranger School

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Team Dim Sun's Croagunk Poison		
Wild Taillow Flying		
Wild Tangrowth Grass	Nosepass Crush 2	Rock
Team Dim Sun's Carnivine x2 Grass	Taillow Flying	

Ranger School Mini Map



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 07 TEACH AT RANGER SCHOOL!

WALKTHROUGH

STEP 1 Teach Outdoor Class at Ranger School

You're off to Ranger School. Your Mission, should you choose to accept it, is to act as teacher there for a day. You may notice a Rock sitting to the right of the central staircase. You can destroy the Rock if you have that Nosepass from the back of the Marine Cave.

STEP 2 Team Dim Sun's new machine, the Miniremo!

Just as you're crossing the bridge in front of the school, you're waylayed by a couple of Team Dim Sun Minions. They use a new machine, which they call a Miniremo, to let Croagunk loose on you. Capture Croagunk and it becomes a new Partner Pokémon.

STEP 3 Talk to Principal Lamont in the faculty room

Outdoor Class begins after you talk to Principal Lamont in the faculty room of the school. You're going to have to capture the Grass-group Carnivine right after class, so you might as well snag the Swellow just outside the faculty room on your way in. Its Flying Poké Assist will help you out.

STEP 4 Answer student questions

Class is held at Ascension Square. There, the Ranger School students lob all kinds of hardball questions at you, like whether you've captured more than 100 Pokémon. Don't sweat it, though—there's no penalty for a wrong answer.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 5

Capture the intruders' Carnivine

As you're busy answering the students' questions, the Team Dim Sun Minions from the bridge come back for revenge! Capture the two Carnivine they send out, and your tenure as a teacher at Ranger School will come to a successful end.

STEP 6

Return to Vientown—Mission Clear!

Leave Ranger School and return to Vientown. The school gates will always be open to you now, so you can go back any time you wish. The Mission is cleared once you return to the Ranger Base. Talk to Crawford and rest up for the next day.

STEP 7

Barlow has disappeared in Boyleland!

You wake up the next day to the news that Barlow has gone missing in Boyleland. Acting Leader Crawford assigns you the Mission of finding him. Your next stop is Pueltown, where you can get a boat to Boyleland.

MISSION 08

Look for Missing Barlow!

LOCATION **Pueltown~Boyleland~Volcano Cave (West Side)~Cargo Ship**

Barlow has been investigating someone or something on the volcanic island of Boyleland when he suddenly falls out of contact. His coordinates have even disappeared from the big map in the Operation Room of Union HQ.

You grab a boat from Puel Harbor and make for Boyleland.

When you arrive, you find an enormous cave. Hoping Barlow is inside, you decide to explore.

Deep inside the cave, you see Barlow—who's been captured by Team Dim Sun—being carried aboard a Cargo Ship.

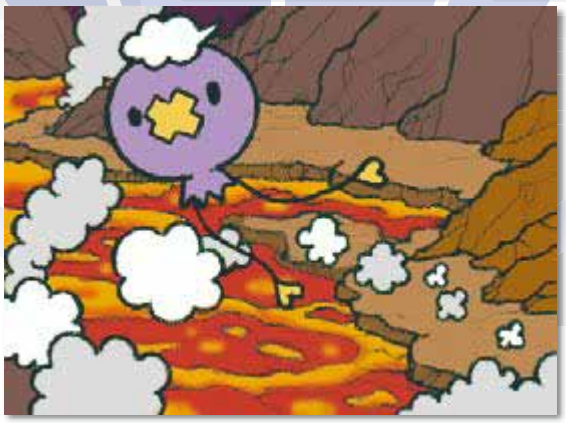
Now your stealth skills are put to the test as you try to slip past Team Dim Sun's guards and sneak aboard the Cargo Ship.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Volcano Cave (West Side)

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Magnemite Electric		
Wild Charmander Fire		
Wild Slugma Fire		
Wild Gastrodon Water		
Wild Gastrodon Water	Charmander Fire	
Wild Drifloon Ghost	Drifloon Airlift	Steam
Wild Drifloon Ghost	Slugma Fire	
Wild Stunky Poison	Drifloon Airlift	Steam
Pikachu Electric	Gastrodon Water	
Team Dim Sun's Slugma Fire		
Team Dim Sun's Magcargo Fire	Stunky Poison	
Wild Magmar Fire	Magmar Fire	
Team Dim Sun's Kangaskhan Normal		
Wild Magmar Fire		
Wild Drifloon Ghost	Drifloon Airlift	Steam
Wild Magmar Fire	Magmar Fire	
Wild Shuppet Ghost		
Wild Lairon Steel		
Wild Rhyhorn Ground		
	Shuppet Psy Power	Sealed Door
Wild Muk Poison	Rhyhorn Ground	
	Muk Crush	Rock
	Gastrodon Water	
Team Dim Sun's Numel ×3 Fire	Magmar Fire	
Team Dim Sun's Gloom Grass		
Team Dim Sun's Beedrill ×2 Bug		

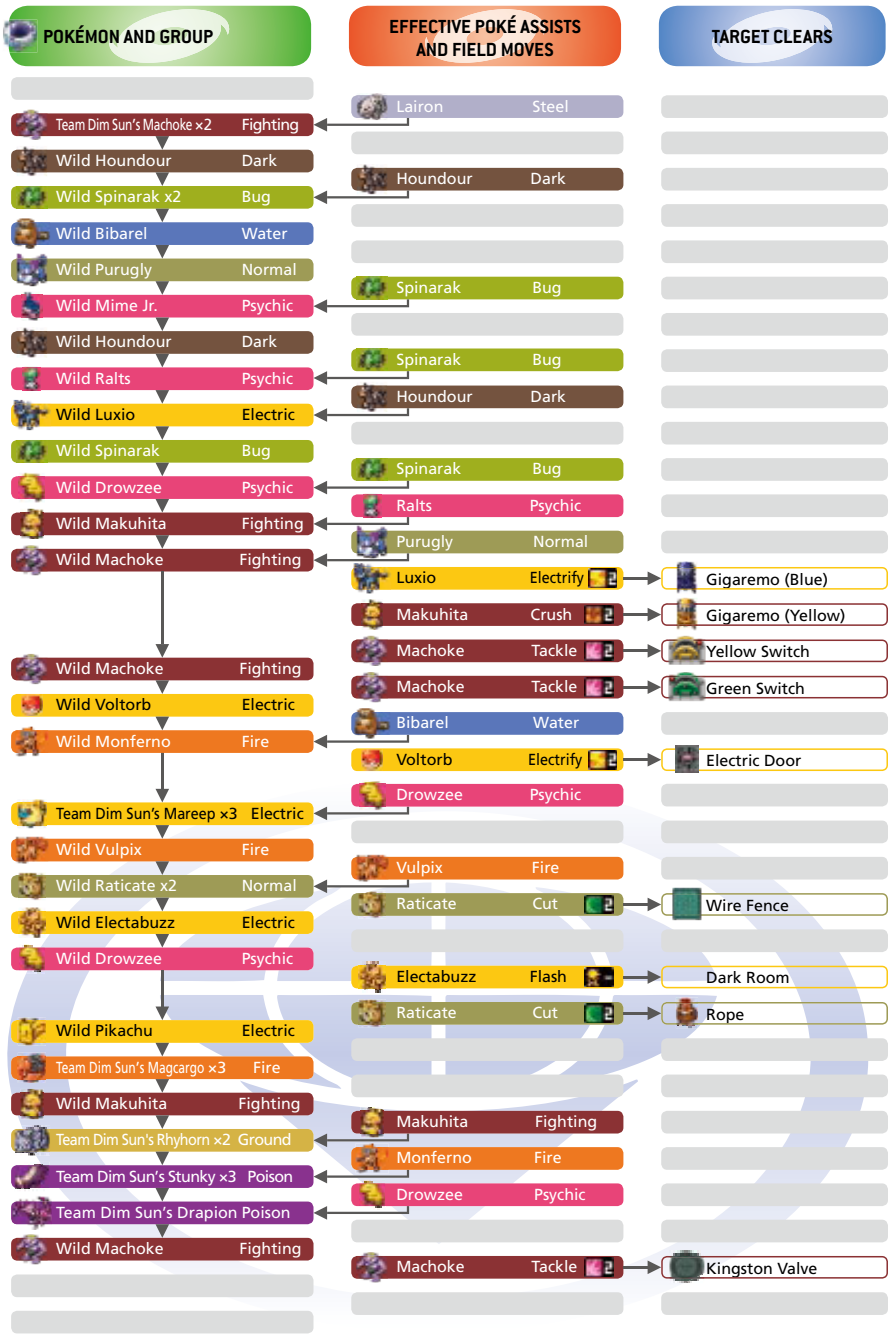


Continued on following page

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Cargo Ship



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

BOYLELAND MAP

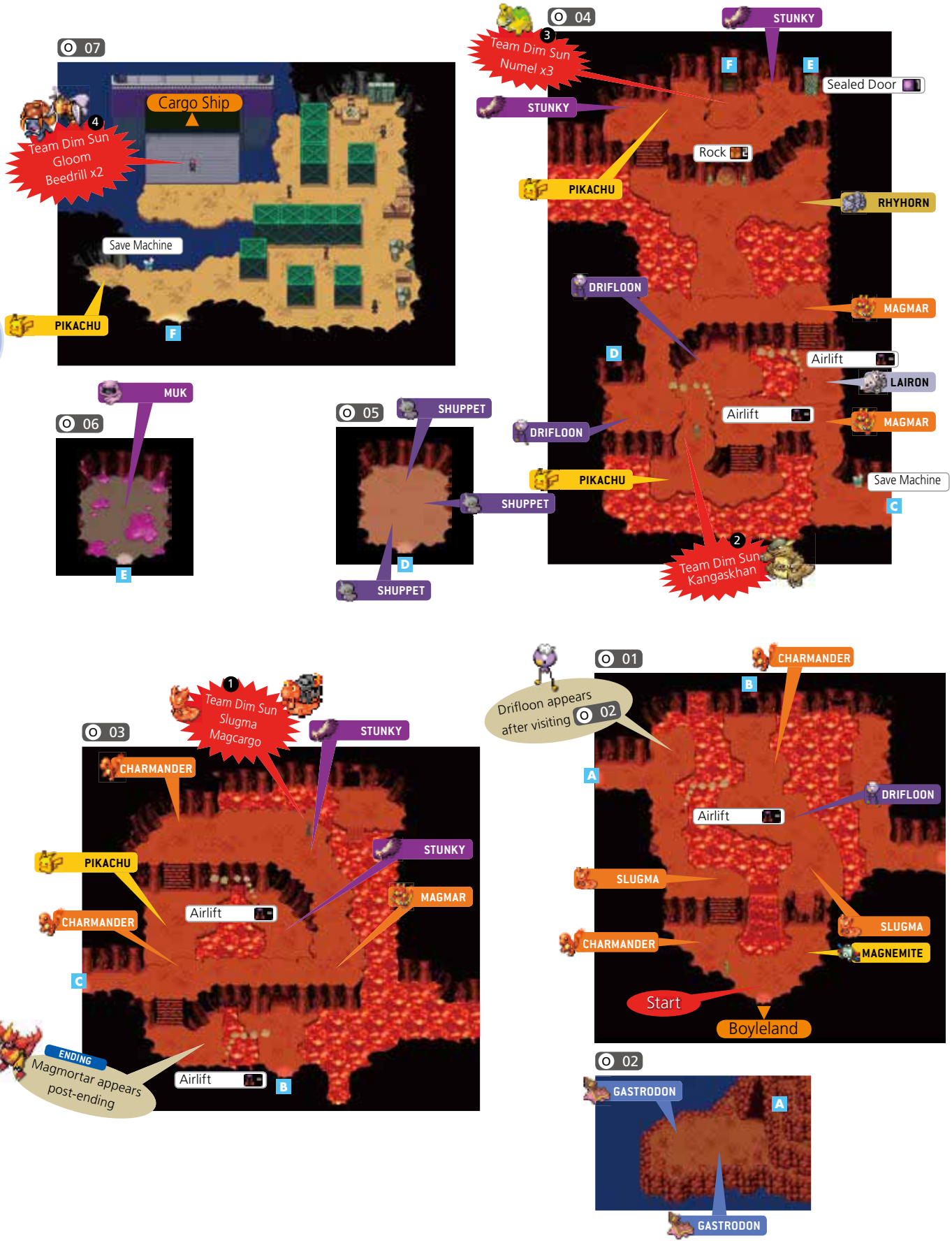
Boyleland

★ Appears once you are a Top Ranger

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

VOLCANO CAVE (WEST SIDE) MAP

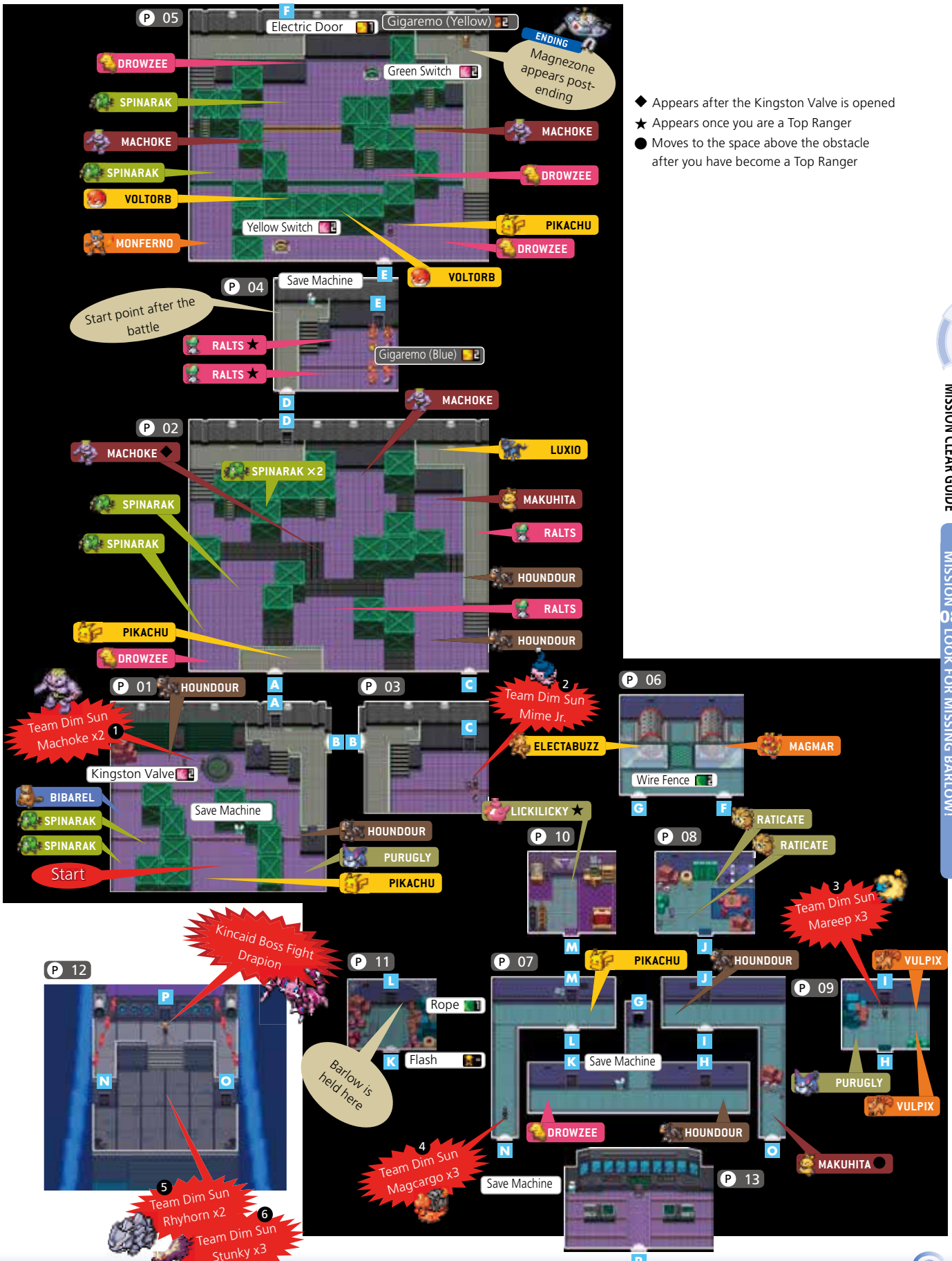
Volcano Cave (West Side)



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CARGO SHIP MAP

Cargo Ship



◆ Appears after the Kingston Valve is opened
★ Appears once you are a Top Ranger
● Moves to the space above the obstacle after you have become a Top Ranger

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 1 Take a boat to Boyleland

To go to Boyleland, you have to get to Puel Harbor. There, enter the tavern and talk to Capt. Boyle. Then board the boat and you're on your way. From Boyleland, you can return to Pueltown by talking to the captain on the pier.

STEP 2 Ask and you may enter

There are two entrances to the Volcano Cave. The eastern entrance is locked, and a man is blocking the western one. To get in, talk to the village elder in the house on the lower left to get his permission.

STEP 3 Go west for Gastrodon

Go as far left in the Volcano Cave as you can, and you'll find a couple of Gastrodon. You should capture them now, because their Water Poké Assist is very effective against Fire-group Pokémon. Afterward, go back inside the cave and you'll find that Drifloon have appeared.

STEP 4 Use Drifloon's Power to progress

Throughout the Volcano Cave, you'll notice steam rising from holes in the ground. If you've captured a Drifloon, tap it and use its Airlift Area Move to drift across to the other side.

STEP 5 Find Barlow's Styler

Take the first Airlift and go north. You'll find Barlow's Capture Styler lying on the ground. Keep going and you'll overhear a conversation between a couple of Team Dim Sun Minions, from which you'll find out that they've kidnapped Barlow.

STEP 6 Showdown with Team Dim Sun Minions

After listening to the conversation, go north. Use Airlift and keep going along that path. A Team Dim Sun Minion comes at you with a Slugma and a Magcargo. Keep going and you'll face another Minion with a Kangaskhan. Free the Pokémon!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 7 Clear away the Rock

Keep going after you've captured Kangaskhan. Some Team Dim Sun Minions block the path with a Rock. You'll need help from a Muk to destroy the Rock. Use Shuppet to open the Sealed Door, and capture the Muk in the hollow behind it.

STEP 8 Too Numel to number

Once you've cleared the Rock, the Minions set a gang of three Numel on you. Numel are Fire-group, so you'll be in good company with Gastrodon, whose Poké Assist is Water, or Rhyhorn, whose Poké Assist is Ground.

STEP 9 Find Barlow and the missing Pokémon at the Hidden Harbor

Once you reach the Hidden Harbor you'll catch sight of Team Dim Sun loading Barlow and a bunch of Pokémon onto a huge Cargo Ship. Make sure you use the Save Machine here; your Mission is just beginning.

STEP 10 Sneak past the guards and onto the Cargo Ship

You have to reach the ship before your time runs out. If any of the guards catch you along the way, you'll be sent back to your starting point and have to run the course again. But this time you'll have a longer time limit and fewer guards. Once you reach the ship, you face a Team Dim Sun Minion, and more importantly, a Gloom and two Beedrill.

This is the pattern for the two-minute run time.

STEP 11 Capture the Pokémon that the Minions send out

You're barely aboard when you find yourself facing Team Dim Sun Machoke. Proceed right, and another Team Dim Sun Minion sends out Mime Jr. Capture it, and Mime Jr. will latch on for a while as your guide.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 12 Ride the conveyor belts to the exit

One of the rooms is covered in conveyor belts. Mime Jr. helpfully points out the exit. First, go up the staircase on the right side and capture Luxio. Then ride the conveyor belt up to Makuhita, capture it, and continue until you capture Machoke.

STEP 13 Destroy the Gigaremo and free the Pokémon

In the room after the conveyor-belt room, there's a blue Gigaremo that can be destroyed by Luxio. In the next room, there's a yellow one that can be destroyed by Makuhita. Wreck both machines and the Pokémon under their control are free.

STEP 14 Move the Switch and walk on top of the cargo containers

One room holds cargo containers, which can be moved around by pushing the Yellow Switch and the Green Switch. Use Machoke to push the switches and arrange the containers into a path you can walk over.

STEP 15 Use Voltorb to open the Electric Door

Use Voltorb to open the Electric Door in the room following the cargo room. Behind the door you'll find a Wire Fence that you can't destroy yet. Just remember where it is and keep going.

STEP 16 Beat Team Dim Sun and capture Raticate

From the Save Machine, go right and enter the room at the end of the hall. Capture the three Mareep that Team Dim Sun sends at you. Keep going and you'll find two Raticate in a dead-end room. Capture them.

STEP 17 Find Barlow at last!

This time, go into the room to the left of the Save Machine, and you'll find where Barlow is being held. The room is pitch-black, though, and you need Electabuzz to shed some light on things. So take Raticate and have it Cut through the Wire Fence you passed earlier. Capture Electabuzz here.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 18 Spring Barlow and hightail it out of there!

Take Electabuzz back to the room with Barlow. Talk to Barlow and you can use Electabuzz to light the room. Then use Raticate to chew through Barlow's ropes, and continue up through the door above.

STEP 19 Pause to rout some more Minions

After you spring Barlow, the two of you make your way along the hallway when you're caught between two Team Dim Sun Minions. Barlow takes on their two Magmar, leaving you to capture the three Magcargo. Next stop: the deck of the ship.

STEP 20 Boss fight with the long-awaited Team Dim Sun Admin

In front of the ship's control room, the Team Dim Sun Admin makes his appearance. And it's none other than Ranger School teacher Kincaid! He socks you with three rounds of Pokémon in a row: first two Rhyhorn, then three Stunky, and finally Drapion. Circle them in between their attacks.

STEP 21 Replace the Kingston Valve

You capture Drapion, but Team Dim Sun yanks out the ship's Kingston Valve, flooding the ship and leaving you to a watery fate. You have four minutes to get back to the entrance, where you'll use Machoke to replace the valve and stop the flooding.

STEP 22 Run into Ranger School and it's Mission Clear

In a last-ditch scramble to find someplace to land the ship, Barlow, with Makuhita's help, spots an island—one that happens to be where the Ranger School is located. The ship smashes into the pier at Ascension Square and comes to a halt. All's well—Mission Clear!

STEP 23 Top Ranger at last!

At the completion of Mission 08, you get promoted to Top Ranger. After a little going-away party from Barlow and your Vientown friends, you're off to the Ranger Union, your new home base.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 09

Support Sven at the Ruins!

LOCATION **Chroma Road~Chroma Highlands~Chroma Ruins**

In recognition of your hard work, you've been promoted to Top Ranger. You'll be working out of the Ranger Union now.

At the Ranger Union you meet your old classmate Keith again. He's now a Top Ranger, too.

Then you get word from Top Ranger Sven—he's being overrun by Team Dim Sun forces.

Your new assignment: Go with Keith and give Sven some backup!

MISSION 09 SUPPORT SVEN AT THE RUINS!

RECOMMENDED CAPTURE SEQUENCE

Chroma Road, Chroma Highlands

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Flaaffy Electric	Flaaffy Electric	
Wild Ponyta Fire	Cherubi Tackle	Forest Tree
Wild Pikachu Electric	Cherubi Tackle	Forest Tree
	Ponyta Fire	
Wild Ninjask Bug		
Wild Girafarig Psychic	Ninjask Bug	
WIld Nuzleaf Grass	Wartortle Soak	Curious Tree
Wild Sudowoodo Rock	Nuzleaf Tackle	Forest Tree
Wild Combee Bug	Combee Flying	
Wild Tauros Normal		
Wild Miltank Normal	Tauros Normal	
Wild Dodrio Normal	Miltank Normal	
Team Dim Sun's Murkrow ×3 Dark		
Wild Abra Psychic	Girafarig Psychic	
Wild Carnivine Grass	Abra Psychic	
Team Dim Sun's Koffing ×2 Poison	Dodrio Tackle	Smelly Flower
Wild Gloom Grass	Sudowoodo Rock	
Wild Rapidash x2 Fire	Gloom Grass	
Team Dim Sun's Murkrow ×2 Dark		
Team Dim Sun's Koffing ×2 Poison		
	Carnivine Cut	Wood Fence
Wild Skarmory Steel	Rapidash Fire	
	Skarmory Demist	Dark Mist
Wild Bastiodon Steel	Rapidash Fire	
Wild Rapidash x2 Fire		
	Bastiodon Tackle	Huge Flower
Wild Vileplume Poison	Rapidash Fire	
Wild Bastiodon Steel	Rapidash Fire	
	Bastiodon Tackle	Gateway

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Chroma Ruins

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Hypno Psychic		
Wild Drifblim Ghost	Drifblim Elevate	Hole in Ceiling
	Hypno Psychic	
Wild Pupitar Ground		
Wild Duskull Ghost	Pupitar Crush	Rock
Wild Electabuzz Electric		
Wild Sableye Dark	Electabuzz Flash	Dark Room
	Duskull Ghost	
Wild Sandshrew Ground	Sandshrew Tunnel	Soft Soil
Wild Hypno Psychic	Hypno Psy Power	Sealed Door
Wild Pupitar Ground		
Wild Drifblim Ghost	Drifblim Elevate	Hole in Ceiling
Wild Electabuzz Electric	Sableye Dark	
Wild Sandshrew Ground	Electabuzz Flash	Dark Room
	Pupitar Crush	Rock
Wild Koffing Poison	Sandshrew Tunnel	Soft Soil
Wild Kirlia Psychic	Koffing Poison	
Wild Hypno Psychic		
Wild Drifblim Ghost	Drifblim Elevate	Hole in Ceiling
	Hypno Psy Power	Sealed Door
	Kirlia Psychic	
Wild Skuntank Poison		
Wild Bastiodon Steel		
Wild Drifblim Ghost	Drifblim Elevate	Hole in Ceiling
Wild Umbreon Dark		
Wild Pupitar Ground	Pupitar Crush	Rock
Wild Sandshrew Ground	Sandshrew Tunnel	Soft Soil
	Bastiodon Tackle	Round Rock
	Skuntank Stink	Team Dim Sun
Wild Drifblim x2 Ghost		
	Drifblim Ghost	
Wild Spiritomb Ghost	Drifblim Ghost	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

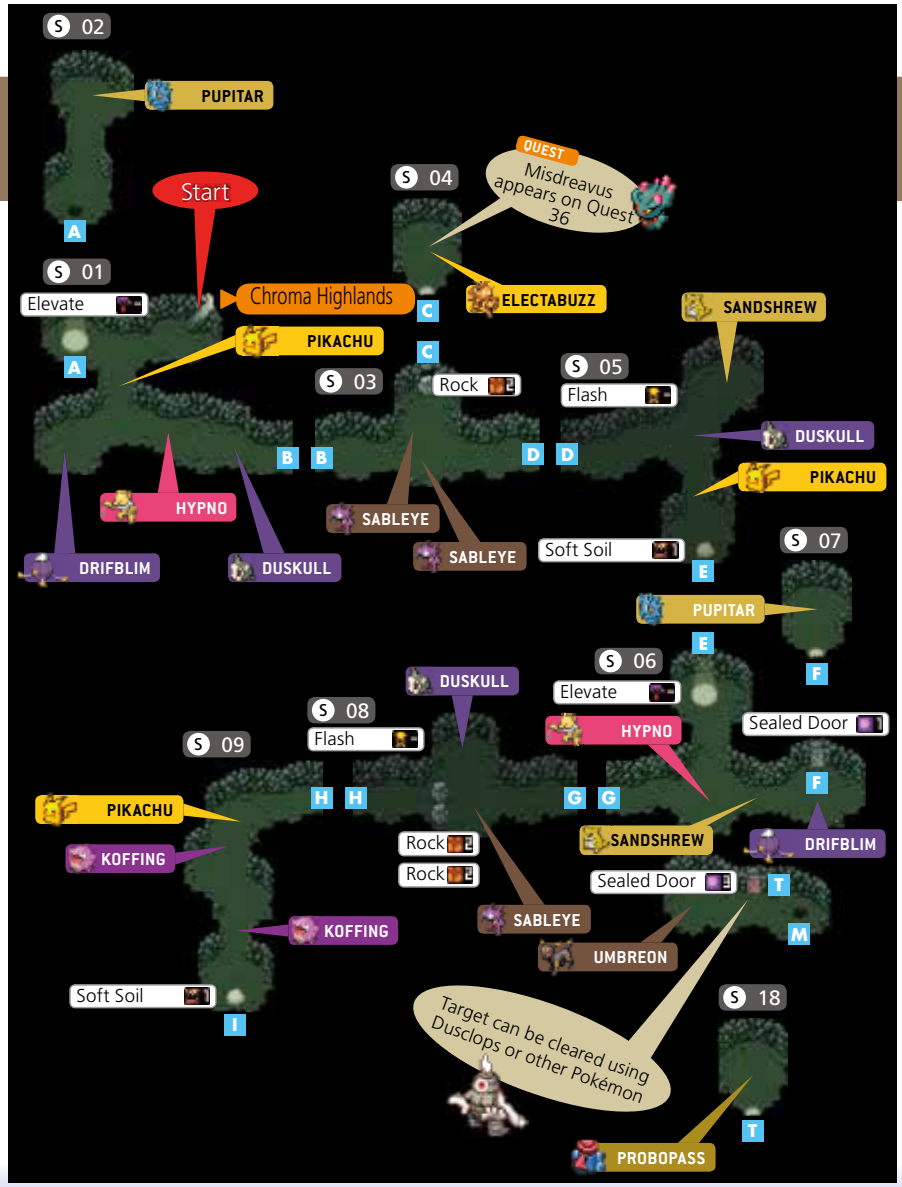
CHROMA ROAD, CHROMA HIGHLANDS MAP

Chroma Highlands

◆ Appears after you clear the Wood Fence

CHROMA RUINS MAP

Chroma Ruins



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Chroma Road

◆ Stops appearing after you use Stink at S 13
● Stops appearing after Mission Clear
★ Appears after Mission Clear

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 1 Hitch a ride to the Ranger Union on Wendy's Staraptor!

You need travel only as far as Lookout Ridge over Vientown. There, your fellow Top Ranger, Wendy, will pick you up on her Partner Pokémon Staraptor and take you the rest of the way to the Ranger Union.

STEP 2 Your old friend Keith

In the conference room, you run into another new Top Ranger: Keith, from Ranger School! You receive your Fine Styler and proceed to the third floor, where you meet yet another familiar face—Rhythmi. But then Chairperson Erma immediately gives you your new Mission, telling you to rendezvous with senior Top Ranger Sven.

STEP 3 Wendy teaches you how to ride Staraptor

On your way out of the Ranger Union, Wendy teaches you how to ride Staraptor. Capture one nearby and give it a try. From now on, you'll be able to find them in Altru Park, on Chicole Path, and in other areas of the Almia Region.

STEP 4 Take Chroma Road to the Chroma Highlands

Your route to the Chroma Ruins takes you over Chroma Road. It'll help if you go to Vien Forest first and capture two Cherubi and a Wartortle. These Pokémon can clear the Forest Trees and Curious Trees you'll come across on Chroma Road.

STEP 5 The Highlands are cloaked in Dark Mist

As soon as you arrive at the Chroma Highlands, a Team Dim Sun Minion attacks you with a group of three Murkrow. The Dark Mist gradually drains your Styler's energy. If you're running too low, return to Chroma Road and grab a Pikachu to Recharge your Styler.

STEP 6 Wade through the Team Dim Sun forces

Only Skarmory can blow away the Dark Mist, and it's trapped in a hollow behind a Wood Fence. Before you can even get to the fence, you have to fight three Team Dim Sun Koffing, and then a Dim Sun attack team of two Murkrow and two Koffing. Afterward, use Carnivine to slice apart the fence.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 7 You can see clearly now, the mist is gone

Destroying the fence releases Skarmory for you to capture. You can then use its Area Move, Demist, to chase away the dark mist. Now that the air is clear, you can approach and capture Bastiodon.

STEP 8 Open the Gateway to the Chroma Ruins

Take Bastiodon to the top of the tall staircase on the west side of the Chroma Highlands, and have it open the Gateway. Inside are the Chroma Ruins, where Sven awaits. Be sure to save at the Save Machine before you go in.

STEP 9 Use Drifblim to capture Pupitar

Directly west of the Chroma Ruins entrance you'll find a spot flooded with light from above. Capture the nearby Drifblim, and take it to the lit area. Tap Drifblim and it carries you to the floor above, where you can capture Pupitar.

STEP 10 Use Pupitar to capture Electabuzz

From the entrance, go south and then east. There's a hole blocked by a Rock. Use Pupitar to smash the Rock, and you can go inside and capture Electabuzz. You'll need Electabuzz's Flash Area Move later on.

STEP 11 Light the area and capture Sandshrew

Keep going east and you'll find an area of Soft Soil on the ground. But you can't clear it in the dark. Use Electabuzz here to light up the area, then use Sandshrew to Tunnel through the Soft Soil and descend to the floor below.

STEP 12 Use Hypno to capture Pupitar

After dropping through the hole, go south and then east. You'll find a Sealed Door, and not far away, a Hypno. Use Hypno to open the door, and capture the Pupitar inside for later.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 13 Return to the upper floor and capture Electabuzz

Go west from the room where you captured Pupitar, and you'll find yourself in another dark room. You'll need another Electabuzz to shed some light. Take Drifblim up to the floor above, and bring back an Electabuzz from there. Once the room is lit, you can see the Target you need to clear.

STEP 14 Light the area and destroy the Rock

Bring back Electabuzz and bust out its Flash Area Move to light the area. The Rock blocking your path becomes visible. Now use Pupitar to Crush the Rock, and you can proceed.

STEP 15 Drop down through the hole and capture Skuntank

Moving on with the help of Sandshrew and Drifblim, you run into another Sealed Door. Open it with Hypno's Power, and you'll find Skuntank inside. Don't leave without it—the Mission will come to hinge on Skuntank.

STEP 16 Step over the dropoff and capture Bastiodon

After you capture Skuntank, leave the room and step off the one-way drop to where Bastiodon is. Be ready to dodge—Bastiodon can charge into you and inflict 4 points of damage. Capture it for later.

STEP 17 Proceed with the help of Pupitar and Sandshrew

Near where Bastiodon was, there's a spot for you to use Drifblim and ascend to the next floor. There's a Sealed Door that you can't open yet, so don't bother ascending yet. Use Pupitar to Crush the Rock, and Sandshrew to Tunnel through the Soft Soil and jump down to the lower level.

STEP 18 Use Bastiodon to reach Sven

Proceed to the right until you run up against a Round Rock. Use Bastiodon to move it, and keep going east to meet up with Sven and his partner, Luxray.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 19 Smell ya later

Sven has been observing a big group of Team Dim Sun Minions, and has a plan for chasing them out of the Chroma Ruins. You have to bring Skuntank into the middle of the crowd, and then use its Stink Field Move. The Team Dim Sun members scatter.

STEP 20 Capture the Spiritomb guarding the ruins

After you chase off Team Dim Sun, jump down the hole and proceed until you encounter Spiritomb, who is guarding the shrine. Spiritomb occasionally pokes its head out from a stone—that's your chance to lasso it and, eventually, to capture it. Drifblim's Poké Assist can also be helpful here.

STEP 21 The Shadow Crystal has been stolen

After Kincaid's appearance, keep going to the back of the cave, where you find a huge altar. A big chunk is missing from the back wall of the altar; Sven deduces that the Shadow Crystal has been carried off.

STEP 22 Find the charred journal at the Altru Inc. oil base

Go through the hole in the altar, down the stairs, and across the bridge, and you emerge in front of a cabin on the Chroma Highlands. You're on the former site of an Altru Inc. petrol operation. In the rear of the cabin, you find an old journal sitting on top of a desk.

STEP 23 Your old friend Ponte tells you about Team Dim Sun's evil schemes

When you start to read the journal, your old Ranger School classmate, Ponte, makes an appearance. Turns out he joined Team Dim Sun, but quit almost immediately. Ponte says he saw team members carrying something out of the Chroma Ruins. Leave the cabin and your Mission is over.

STEP 24 Report to Chairperson Erma back at the Union

Return to the third floor of the Ranger Union, where you're promoted to Ranger Rank 5. You can now use Ice and Dragon Poké Assists, and have up to five accompanying Pokémon. The next day, Erma sends you out on patrol.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 10

Get the Blue Gem!

LOCATION **Crysta Cave~Hia Valley~Ice Lake~Almia Castle**

The Ranger Union's analysis of the charred journal that you and Sven brought back from the Altru Inc. oil station begins.

When Murph looks at the Dark Shard, his pendant begins to glow and dampens the Dark Shard's power.

Professor Hastings is stunned and asks about the pendant. Murph replies that the pendant is a souvenir his father brought back from Hia Valley and that the blue stone in it is called the Tears of Princes.

Professor Hastings orders you to Hia Valley to learn about the Tears of Princes.

Your journey to Hia Valley will take you through Crysta Cave. Better get going!

MISSION 10 GET THE BLUE GEM!

RECOMMENDED CAPTURE SEQUENCE

Crysta Cave

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Floatzel — Water	Floatzel — River Flow	Pier
Wild Golbat — Flying	Golbat — Flying	
Wild Jigglypuff — Normal		
Wild Floatzel — Water	Floatzel — River Flow	Pier
Wild Floatzel — Water	Floatzel — Water	
Wild Camerupt — Fire	Jigglypuff — Normal	
Wild Spheal — Ice	Spheal — Ice	
Wild Swinub x2 — Ground		
Wild Sealeo — Ice		
Wild Floatzel — Water	Floatzel — River Flow	Pier
Wild Chingling — Psychic	Swinub — Ice	
Wild Floatzel — Water		
Wild Golbat — Flying	Floatzel — River Flow	Pier
Team Dim Sun's Golbat x3 — Flying	Golbat — Flying	
	Camerupt — Burn	Solid Ice
Wild Piloswine — Ground	Swinub — Ice	
Wild Houndoom — Dark	Piloswine — Ice	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Hia Valley, Ice Lake

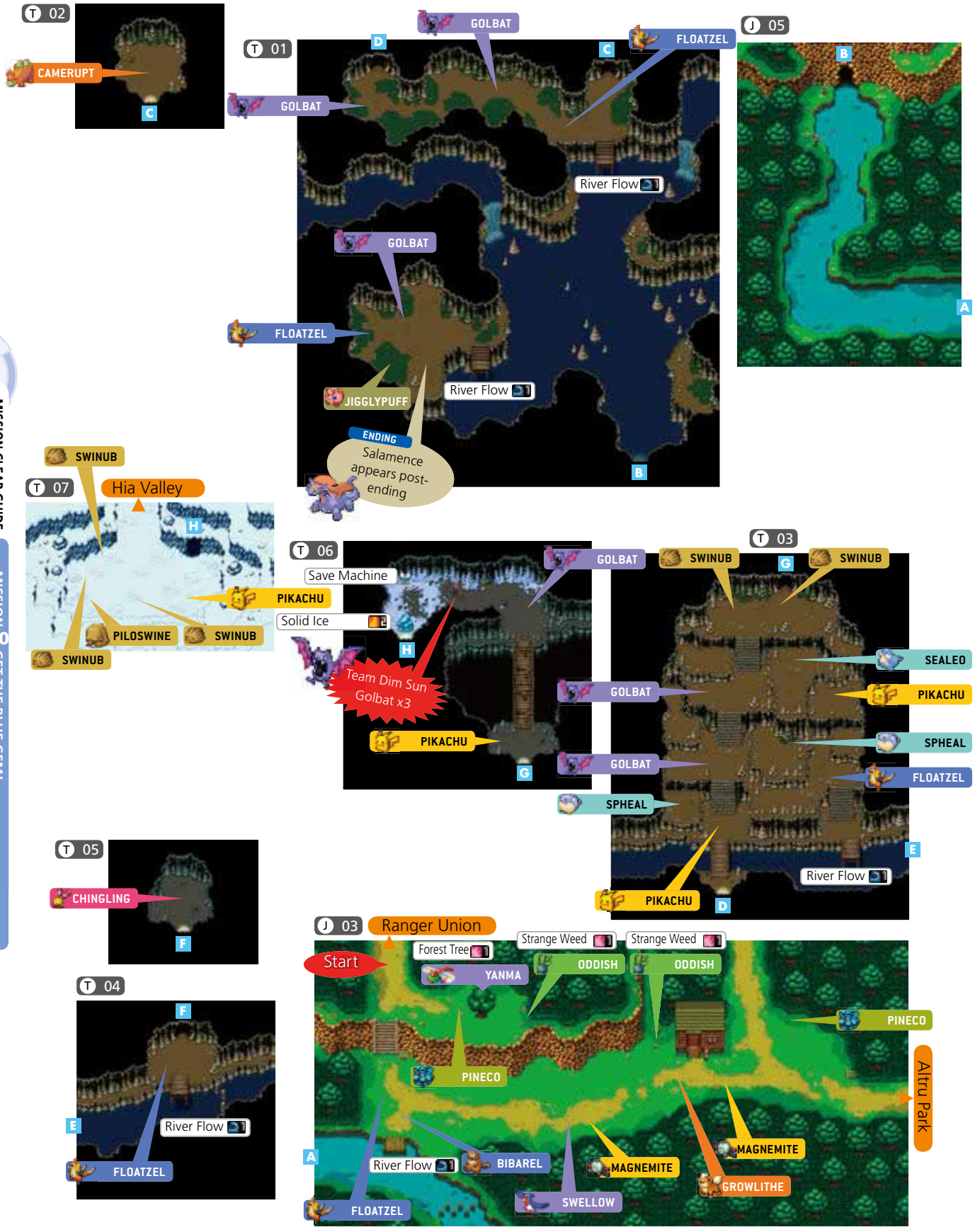
POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Spheal — Ice		
Wild Prinplup — Water		
Wild Delibird — Ice	Spheal — Tackle	Snow Tree
Wild Piloswine — Ground	Delibird — Ice	
Wild Vulpix — Fire		
Wild Delibird — Ice	Piloswine — Tackle	Snow Tree
Wild Sealeo — Ice	Vulpix — Fire	
Wild Piloswine — Ground	Sealeo — Ice	
Wild Empoleon — Water		
	Empoleon — River Flow	Pier
Wild Abomasnow — Ice	Piloswine — Tackle	Solid Snow
Wild Empoleon — Water		
Wild Jynx — Psychic	Empoleon — River Flow	Pier
Wild Raichu — Electric	Jynx — Psychic	
Wild Vulpix — Fire		
	Vulpix — Burn	Torch

Almia Castle

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Haunter — Ghost		
Team Dim Sun's Houndour ×4 — Dark	Abomasnow — Ice	
Wild Snorunt — Ice		
Wild Scyther — Bug	Snorunt — Ice	
Wild Jynx — Psychic	Haunter — Ghost	
Wild Vulpix — Fire		
Wild Raichu — Electric		
Wild Weezing — Poison	Jynx — Psychic	
Wild Wigglytuff — Normal	Weezing — Poison	
Wild Dratini — Dragon	Scyther — Bug	
	Vulpix — Burn	Torch
Wild Vaporeon — Water	Dratini — Dragon	
Wild Ninetales — Fire	Vaporeon — Water	
Wild Glalie — Ice	Ninetales — Burn	Ice Block
Wild Scyther — Bug	Glalie — Ice	
Wild Walrein — Ice	Scyther — Bug	
Wild Jynx — Psychic		
Wild Vulpix — Fire		
Team Dim Sun's Seedot ×8 — Grass	Walrein — Ice	
Wild Vulpix — Fire		
Wild Mismagius — Ghost	Vulpix ×2 — Burn	Torch ×2
Wild Glalie — Ice	Mismagius — Psy Power	Sealed Door
Wild Riolu — Fighting	Glalie — Ice	
Wild Vulpix — Fire		
Wild Riolu — Fighting	Vulpix — Fire	
Wild Vulpix — Fire		
Ice's Froslass — Ice	Vulpix — Fire	
	Riolu ×2 — Fighting	Blue Seal
Gem Guardian Lucario — Fighting	Jynx — Psychic	

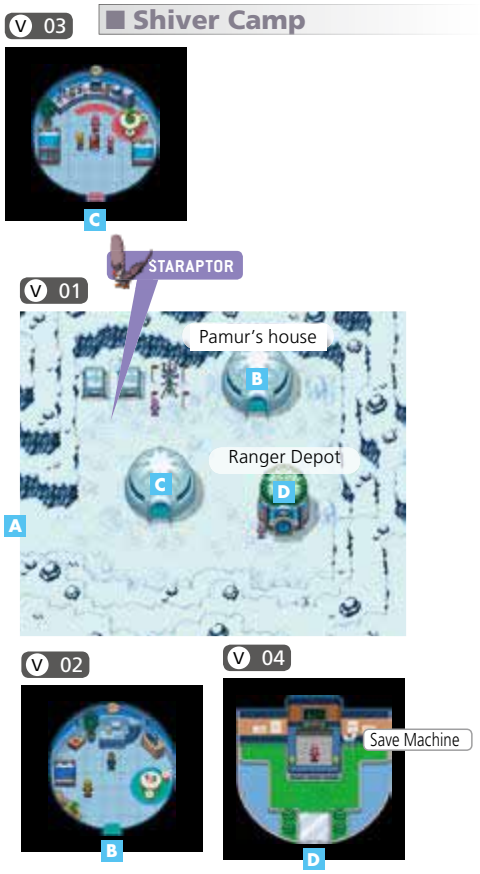
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CRYSTA CAVE MAP

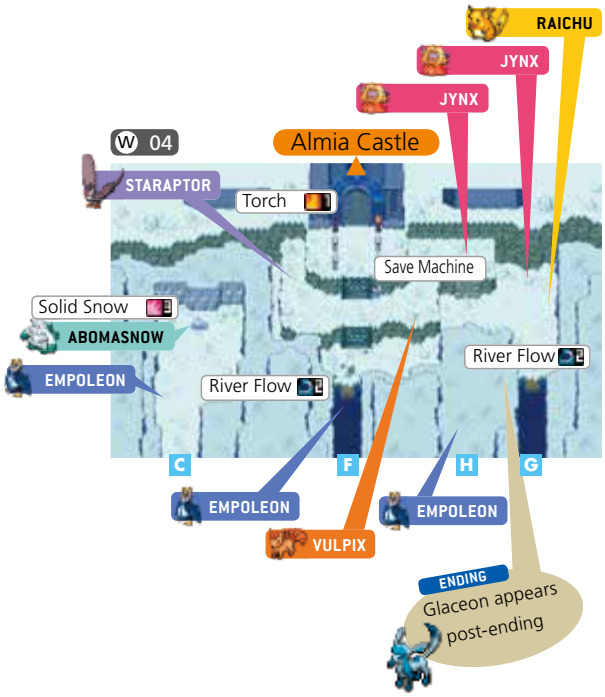


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HIA VALLEY, SHIVER CAMP MAP

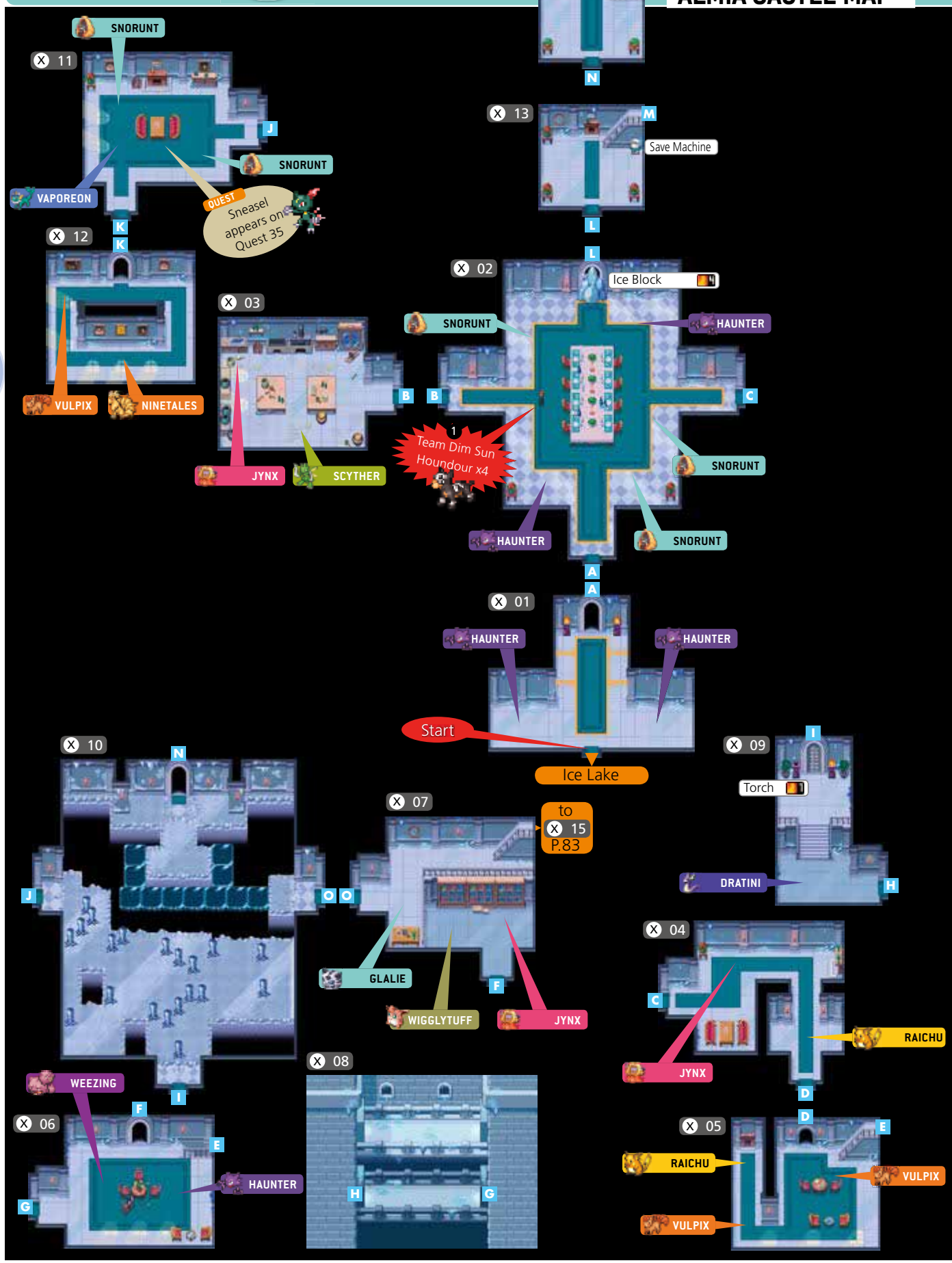


ICE LAKE MAP

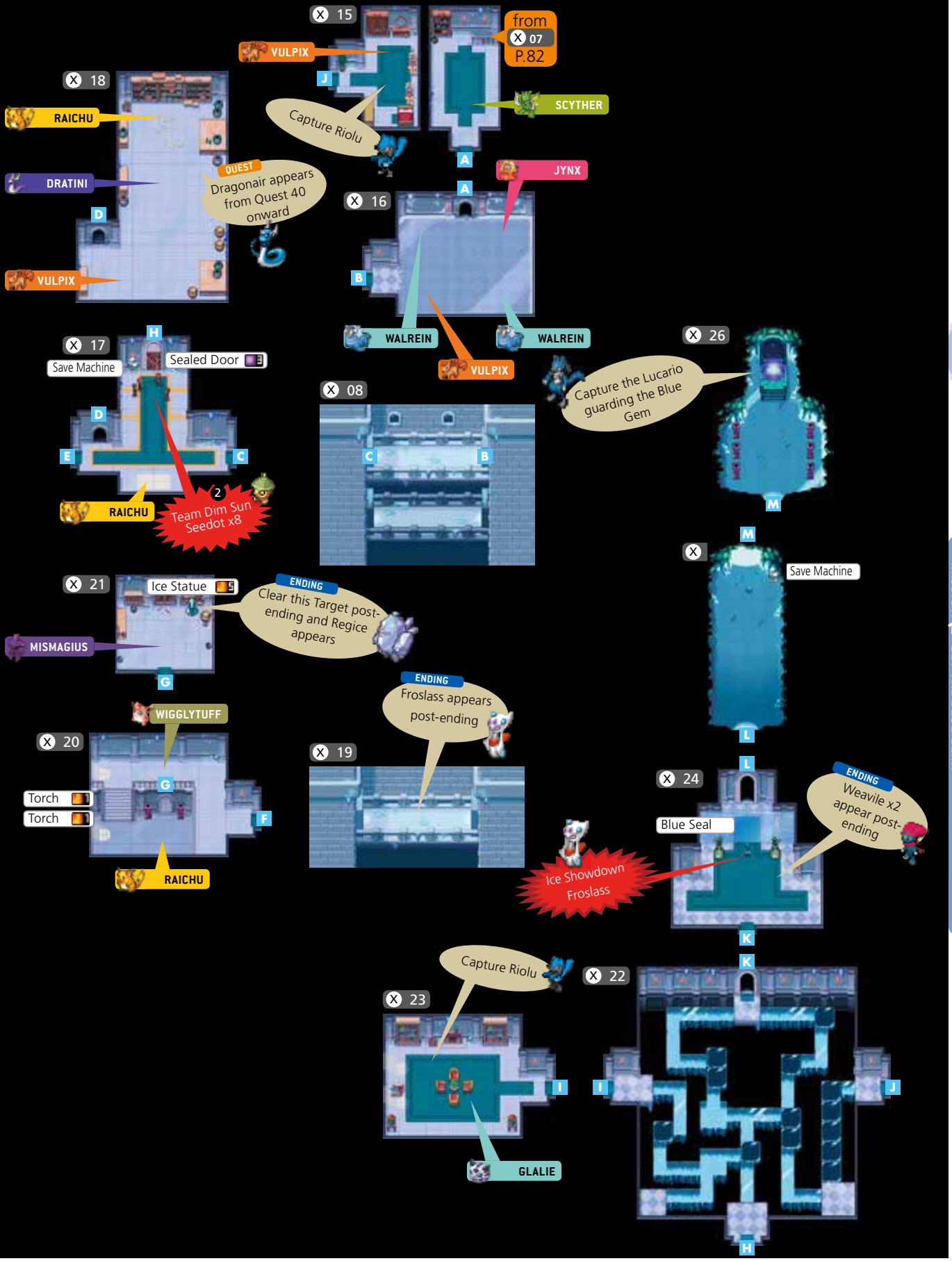


Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ALMIA CASTLE MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 1 Deciphering the charred journal

Finish your patrol and talk to Erma, then go to the lab. There, the journal you found at the Chroma Highlands is being deciphered. Nage says that so far the word "Brighton" has emerged on the cover.

STEP 2 Tell Keith who Brighton is

Brighton is the name of Altru Inc.'s second president. Hurry over to the Altru Building and tap the second presidential portrait to alert Keith. Then check out the Go-Rock Quads' rehearsal in Altru Park before heading back to the Ranger Union.

STEP 3 Talk to Professor Hastings at the Union lab

Talk to Professor Hastings at the Ranger Union lab, and tell him about Brighton. Suddenly, Murph's pendant starts to glow, reacting to the nearby Dark Shard. Next thing you know, you're assigned to Hia Valley in search of information about the glowing blue shard.

STEP 4 Go through Crysta Cave

Capture Floatzel on Union Road and use it to go down the river to Crysta Cave. Further into the cave, you're intercepted near the exit by a Team Dim Sun member. He sends out three Golbat. Capture them and reach the exit.

STEP 5 Melt the Solid Ice to go outside

Use Camerupt to melt the Solid Ice blocking the exit. Once it's gone, you're free to exit.

STEP 6 Defeat Team Dim Sun and strike out for Shiver Camp

Reaching Hia Valley, you find Team Dim Sun attacking a man who's protecting an injured Empoleon. Capture the Team Dim Sun Houndoom and save the man. Turns out the man is Murph's father, Pamur, and the one who sent Murph the pendant. Pamur shows you to Shiver Camp.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 7 Murph's pendant

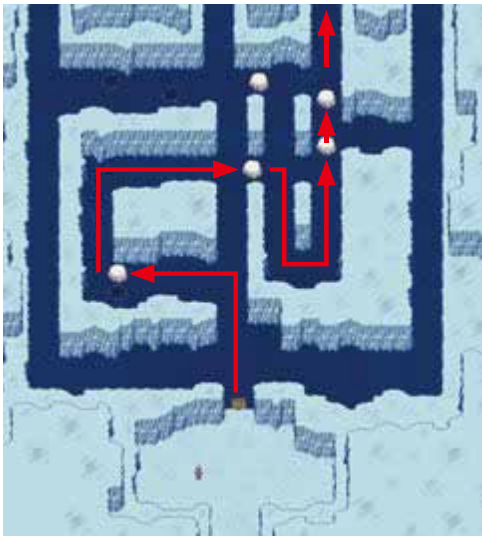
Back at Murph's domed house, you ask Pamur about the blue pendant. Pamur says that it was a handmade gift from Mrs. Winter. Hurry back out to Hia Valley. Go west, then north, to reach Mrs. Winter's cabin.

STEP 8 Mrs. Winter tells her story

Mrs. Winter greets you as soon as you enter the cabin. She explains the blue shard and tells you the long-forgotten story behind it. Stay the night at Shiver Camp. The next day you get a voicemail from Professor Hastings, ordering you to Almia Castle.

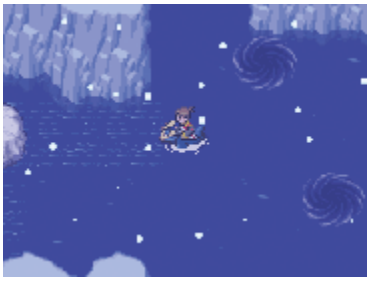
STEP 9 Empoleon will get you across Ice Lake

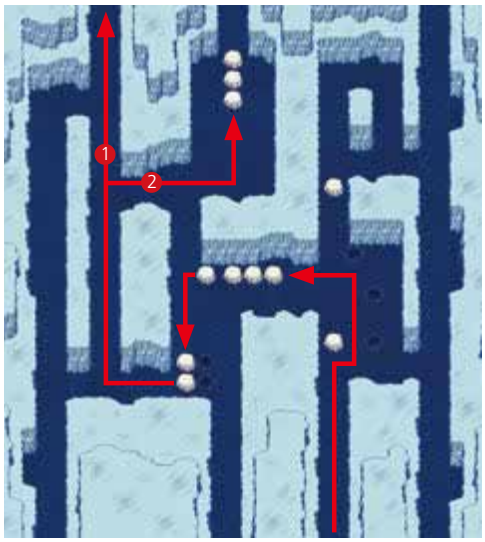
Use Empoleon to traverse the Ice Lake. You can break the floating pieces of ice by slamming into them while riding on the rapid currents. Getting sucked into a whirlpool will warp you back to the beginning of the course. Ride Empoleon along the course indicated on the map at right. You'll have better control in this section if you use the D-pad.



STEP 10 Keep an eye on the whirlpools and rapid currents as you advance

Ride the current to the next map, and then push back on the D-pad to brake your forward movement. Then proceed slowly, avoiding the whirlpools. On the map at right, Arrow 2 leads to Almia Castle. But first, you'll want to follow Arrow 1 down the left passage, where you can find Abomasnow.

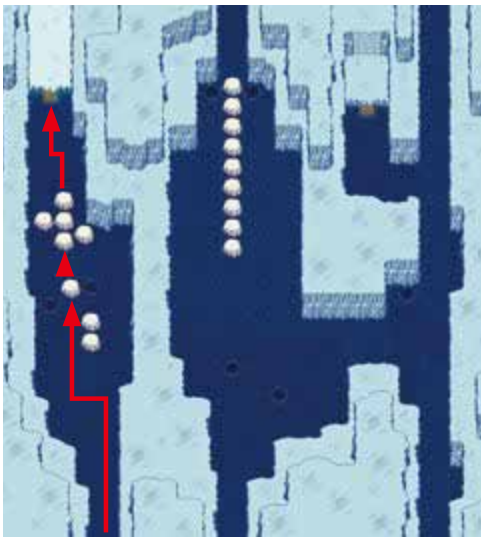




Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

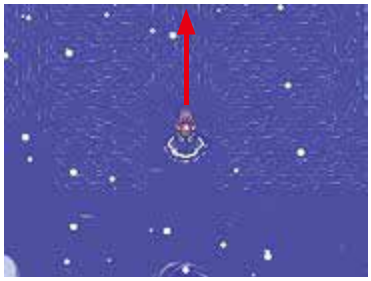
STEP 11 Capture the camouflaged Abomasnow

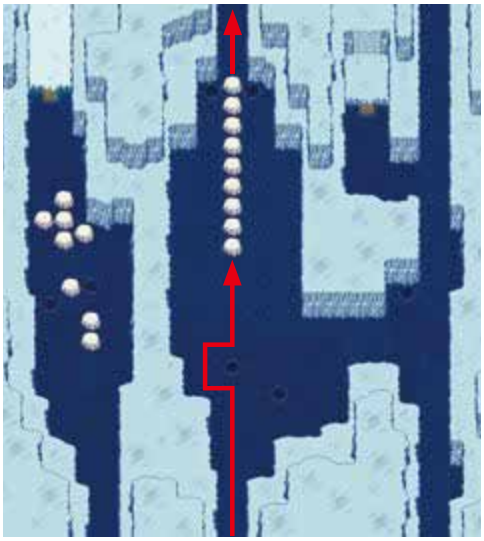
Follow the arrows on the map at right to where you'll find Abomasnow, disguised as Solid Snow. Use Piloswine, which you can capture in Hia Valley, to clear the Solid Snow.



STEP 12 Ride the currents straight to Almia Castle

Hop into a whirlpool to go back to the start, then take the same route to get to Almia Castle. Only this time, follow the arrow in Step 9 and then take Arrow 2 in Step 10. The final obstacle is a column of nine ice blocks. Smash right through all nine in one swoop and you'll arrive at the Almia Castle entrance.





STEP 13 Use Vulpix to light the Torch

As you near the Almia Castle entrance, a sudden wind gusts with fury. It blows out the Torch near the entrance, and the door closes. Capture Vulpix nearby and use Burn to re-light the Torch, and the door opens.

STEP 14 Run-in with Team Dim Sun, who are also exploring the castle

As you make your way in, you run into Team Dim Sun, who are standing, at a loss, in front of an Ice Block. They send out four Houndour. Wait until all four are clumped together, and then wrap them as a group. When you capture them, Team Dim Sun falls back.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 15 Use Vulpix to progress

You can capture a Vulpix in the room to the right of the one with the Ice Block in it. Keep going that way, and you come to another doused Torch and closed door. Use Vulpix to light the Torch and open the door.

STEP 16 Walk carefully over the icy floor

Go through the door, and a bunch of stalactites come crashing down. The floor here is iced over, making it slippery to walk on. If you fall over the edge, you'll find yourself back in the room with the Ice Block. Use the D-pad here and move with careful concentration, little by little.

STEP 17 Capture Ninetales and melt the Ice Block

Capture Ninetales in a dead-end room further on. Then, return to the room with the icy floor and jump off the edge to find yourself face-to-face with the Ice Block. Use Ninetales here to melt the Ice Block and move along.

STEP 18 Dash across the cracking ice

Further on is a room with ice tiles that crack when you stand on them. Stand still on one, and you'll fall through to the level below. The exit is at the lower right, so proceed toward the right. Make sure you know where you want to go, and then stick to that path, dashing through in one quick burst.

STEP 19 Second run-in with Team Dim Sun

You have another Team Dim Sun encounter in front of the Sealed Door. They send out eight Seedot. Wait until they're all together, and then lasso the whole group. After you capture them, set out in search of the Mismagius you need to open the Sealed Door.

STEP 20 Light the two Torches to proceed

Retrace your steps a little, and then keep going onward, to capture two Vulpix. At the end of the path, you find two doused Torches in front of a door. Use your two Vulpix to light both Torches so the door will open.

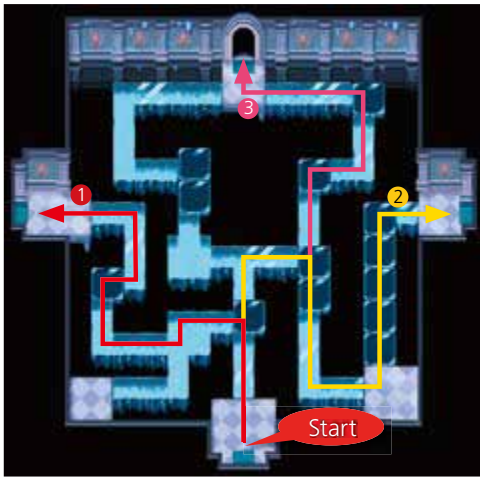
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 21 Capture Mismagius and open the Sealed Door

Light both Torches to open the door and find Mismagius behind it. Capture it, bring it back to the Sealed Door, and use it to break the seal so you can proceed.

STEP 22 Slippin' and slidin'

Behind the Sealed Door is a maze of narrow, icy paths and divided panels of ice. You'll have to visit each side of the maze in turn. Step off the path and you'll fall. Take your time on the narrow paths, and race over the ice panels, visiting points 1, 2, and 3 in order.



STEP 23 Capture both Riolu

The rooms behind Doors 1 and 2 each contain a Riolu. Capture them both, because you'll need them in the challenges ahead. Once you have both Riolu, head for Door 3 and keep going.

STEP 24 Boss fight with Ice of Team Dim Sun

Team Dim Sun's Ice is waiting for you in the farthest room. He sends out Froslass; now you have to capture it. Fire Poké Assists are your best bet against it. Beaten, Ice heads for the hills, but not before telling you that you'll never manage to capture the Pokémon that's guarding the gem.

STEP 25 Have the Riolu break the seal

A blue barrier protects the area behind the two Riolu statues. Come back with two Riolu in your group, and answer "Yes" when asked if you want to borrow their powers. Thanks to the Riolu, the seal breaks and you can proceed.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 26 Capture the Lucario guarding the Blue Gem

The Blue Gem is waiting in the very last room. But its guardian, Lucario, arrives and attacks you. Lucario moves and attacks with blinding speed. Jynx's Poké Assist can help you out here. Once you've captured Lucario, it entrusts you with the gem.

STEP 27 Return to the Ranger Union

After you've captured Lucario, a ball of light forms near the Riolu statues. Touch it and you're warped instantly back to the entrance. Once outside, you receive a voicemail from Rhythmi. Take a flight on Staraptor back to the Ranger Union.

MISSION 11

Get the Red Gem!

LOCATION **Boyleland~Volcano Cave (East Side)**

The Ranger Union has been conducting experiments on the Ranger Union roof, using the Blue Gem you recovered to weaken the Dark Shard. This has had some kind of calming effect on the Pokémon at Puel Harbor, Vien Forest, and elsewhere.

But Murph says that the Dark Shard's power has still not been completely contained.

Just then, a yellow light starts to glow from Rhythmi's pendant, and a red light from Linda's. When the blue, red, and yellow lights merge, the Dark Shard becomes transparent. The combined powers of all three colored gems can disable the Dark Shard!

Linda's red pendant is from Boyleland, Rhythmi's yellow pendant from Haruba Desert.

You head to Boyleland in search of the Red Gem.

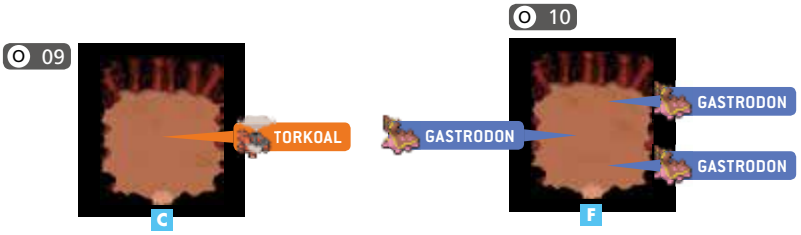
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Volcano Cave (East Side)

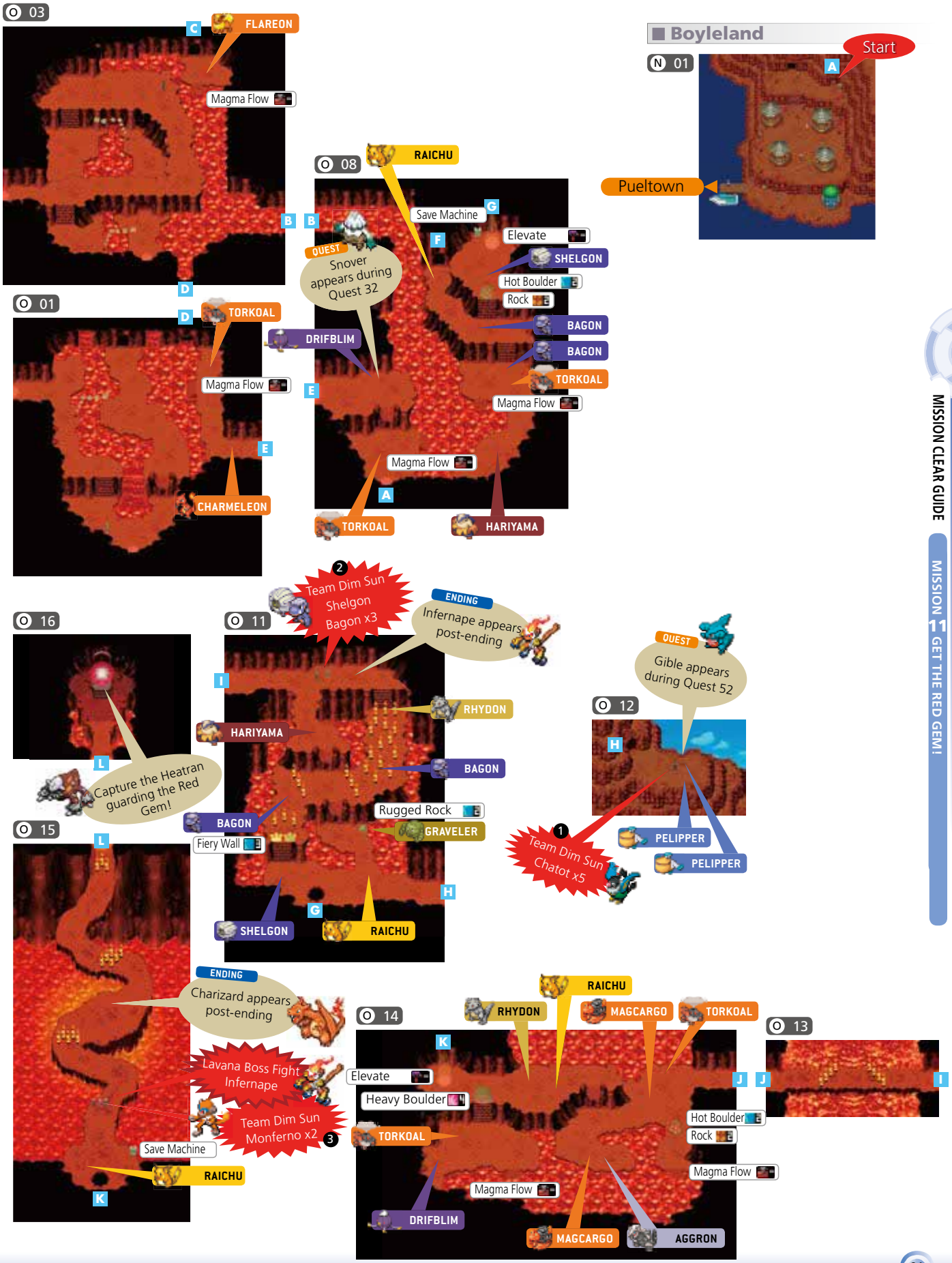
POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Torkoal Fire	Torkoal Magma Flow	Magma
Wild Flareon Fire		
Wild Torkoal Fire	Torkoal Magma Flow	Magma
Wild Charmeleon Fire	Charmeleon Fire	
WIld Drifblim Ghost		
Wild Torkoal Fire	Torkoal Magma Flow	Magma
Wild Bagon Dragon		
Wild Hariyama Fighting		
Wild Gastrodon Water	Gastrodon Soak	Hot Boulder
Wild Gastrodon Water	Hariyama Crush	Rock
	Bagon Dragon	
Wild Shelgon Dragon	Drifblim Elevate	Ceiling Hole
	Flareon Fire	
Team Dim Sun's Chatot ×5 Flying		
Wild Pelipper x2 Water	Gastrodon Soak	Rugged Rock
Wild Graveler Rock	Pelipper Soak	Fiery Wall
Wild Rhydon Ground	Shelgon Dragon	
Team Dim Sun's Bagon ×3 Dragon		
Team Dim Sun's Shelgon Dragon		
Wild Hariyama Fighting		
Wild Magcargo Fire	Graveler Rock	
Wild Aggron Steel	Magcargo Fire	
	Pelipper Soak	Hot Boulder
	Hariyama Crush	Rock
Wild Torkoal Fire	Torkoal Magma Flow	Magma
Wild Drifblim Ghost	Aggron Tackle	Heavy Boulder
Wild Rhydon Ground	Drifblim Elevate	Ceiling Hole
Team Dim Sun's Monferno ×2 Fire	Rhydon Ground	
Lavana's Infernape Fire	Rhydon Ground	
Gem Guardian Heatran Fire		

VOLCANO CAVE (EAST SIDE) MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

VOLCANO CAVE (EAST SIDE) MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 1 Employ the Blue Gem to shatter the dark power

Return to the Ranger Union and Erma promotes you to Ranger Rank 6, allowing your Styler to Power Charge more quickly. Once you're rested up, Erma takes you to the roof. Take the Blue Gem and place it on the pedestal.

STEP 2 The Blue Gem isn't enough by itself

You soon realize that the Blue Gem can't suppress the Dark Shard's powers on its own. Just then, Linda's red pendant and Rhythmi's yellow pendant begin to glow. Erma sends you out on patrol while Professor Hastings mulls this over.

STEP 3 To Boyleland to find the Red Gem

Finish your rounds and talk to Erma, and she tells you to find Professor Hastings in the lab. When you find him, he sends you on a Mission to retrieve the Red Gem, and Keith on a Mission to get the Yellow Gem.

STEP 4 Open the Volcano Cave door

When you get to Boyleland and try the east entrance to Volcano Cave, you find it locked. Head to the village elder's house and talk to him to get permission to use the east entrance. He also unlocks the door for you.

STEP 5 Cross the magma on Torkoal's back

Rivers of magma flow through Volcano Cave, making a Torkoal necessary to get anywhere. Capture the one right near the entrance and use it to cross the magma. There's solid ground to the east, but you're better off traveling north first.

STEP 6 Capture the Drifblim across the magma

Ride over the magma to the next map, and then turn south. Make landfall at the dead end. Capture the Drifblim and jump off the dropoff, and you can return to the entrance.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 7 A two-Pokémon tag team to clear the Hot Boulder

Use Torkoal once more, this time to travel east to dry land. Further east your path is blocked by a Hot Boulder. Use Gastrodon to turn it into a standard-issue Rock, and then use Hariyama to Crush it.

STEP 8 Capture Team Dim Sun's Chatot

Once past the Hot Boulder, use Drifblim to ascend to the next floor, and continue eastward. Step outside and you're intercepted by Team Dim Sun. Capture his five Chatot. When you're done, you should grab the two nearby Pelipper for later.

STEP 9 Use Pelipper to extinguish the Fiery Wall

Return to the hole you came up through with Drifblim, and head north until you run into a Fiery Wall. Use Pelipper to put out the fire. There are two Fiery Walls next to each other, but you only need to clear one to proceed.

STEP 10 Dodge the flames bursting from the ground

The floor behind the Fiery Walls is pockmarked with holes. These holes spew flames that can inflict 2 points of damage if they touch you. The flames flicker on and off in a repeating pattern; wait for the flame in front of you to die down and make sure all is clear before moving forward.

STEP 11 Capture Team Dim Sun's Shelgon and three Bagon

Up ahead, Team Dim Sun uses Shelgon and three Bagon on you. Capture them and drive off Team Dim Sun. Further on, you have to contend with not only more fire pits, but also falling chunky rocks that can slug you for 3 points of damage. Proceed slowly and cautiously.

STEP 12 Clear the Targets and forge ahead

Your path ahead is blocked by a Hot Boulder and a Heavy Boulder. Have Pelipper and Hariyama dispose of the Hot Boulder, and Aggron take care of the Heavy Boulder. You'll have encountered each of these Pokémon on your way up to this point.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 13 Introducing Lavana of the Team Dim Sun Sinis Trio!

Use Drifblim to ascend to the next floor up, and you'll run right into Lavana of Team Dim Sun. Her underlings send out two Monferno for you to capture, and Lavana follows up with an Infernape. Rhydon's Poké Assist is helpful against Infernape.

STEP 14 Capture the Heatran guarding the Red Gem

Slip through the fire pits and the falling rocks and you find yourself facing the Red Gem at last—and also facing the aggressive Heatran guarding it! Rhydon's Poké Assist is a good choice when battling Heatran. Capture Heatran and it entrusts the gem to you.

STEP 15 Partner up with the elder's Mime Jr.

Once you've captured Heatran, touch the ball of light to be transported back to the entrance. The village elder's Mime Jr. is waiting for you ouside. The village elder says that Mime Jr. wants to be a Pokémon Ranger, and asks if it can be your Partner. Answer "Yes" and Mime Jr. becomes your latest Partner Pokémon.

MISSION 12

Rescue Wailord!

LOCATION Sea of Wailord

Red Gem in hand, you board Captain Haruba's boat for the Haruba Desert.

Just when everything was going your way, a pillar of water erupts from the water's surface. A dark form is visible beneath the boat. You take a dive to check it out.

You enter a breathtakingly vast realm, and find Wailord trapped by some kind of odd, beam-shooting contraption.

The strange beam is paralyzing Wailord. You have to help it!

Don't wait—take on this Mission yourself!

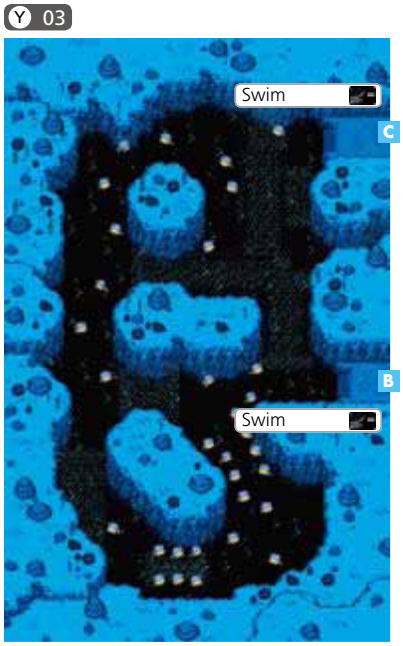
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

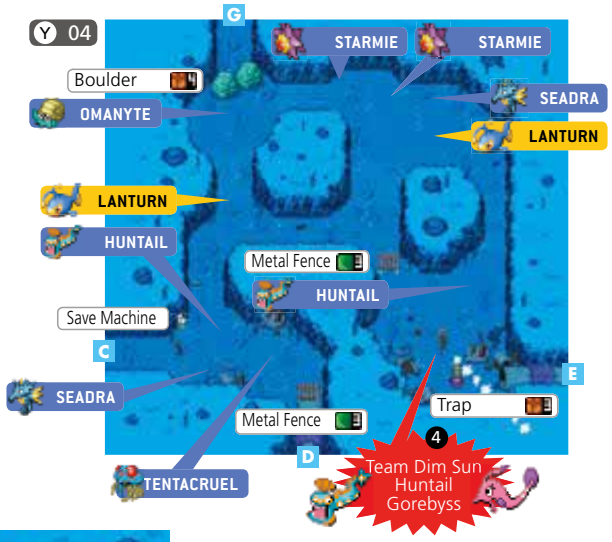
RECOMMENDED CAPTURE SEQUENCE

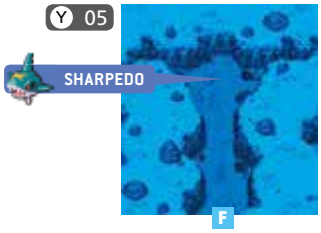
Sea of Wailord

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Horsea — Water		
Wild Gorebyss — Water		
Wild Tentacruel — Water	Gorebyss — Psychic	
Wild Huntail — Water		
Wild Lanturn — Electric	Horsea — Water	
Team Dim Sun's Horsea ×2 — Water	Huntail — Crush	Trap
Team Dim Sun's Seadra — Water		
Wild Huntail — Water		
Team Dim Sun's Finneon ×4 — Water	Huntail — Crush	Trap
Wild Seadra — Water		
Wild Mantine — Water	Mantine — Swim	Deep-Water Entrance
Team Dim Sun's Starmie ×3 — Water		
Wild Huntail — Water		
Wild Starmie — Water	Starmie — Cut	Metal Fence
Wild Starmie — Water	Starmie — Cut	Metal Fence
Wild Omanyte — Water		
Team Dim Sun's Huntail — Water	Huntail — Crush	Trap
Team Dim Sun's Gorebyss — Water		
Wild Huntail — Water	Huntail — Crush	Trap
Team Dim Sun's Kingdra — Water		

SEA OF WAILORD MAP

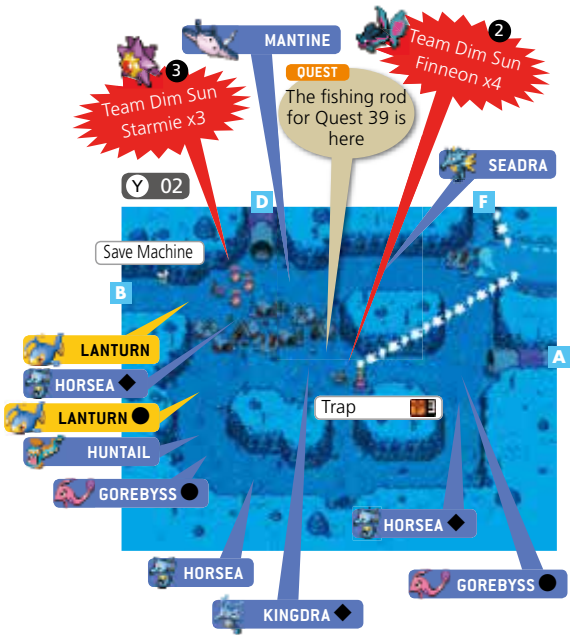




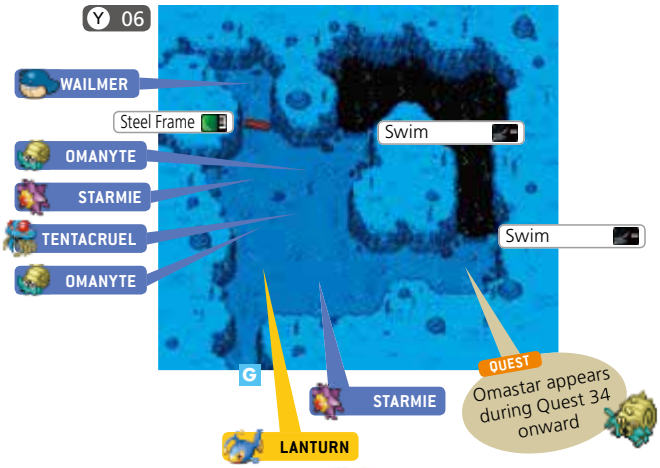


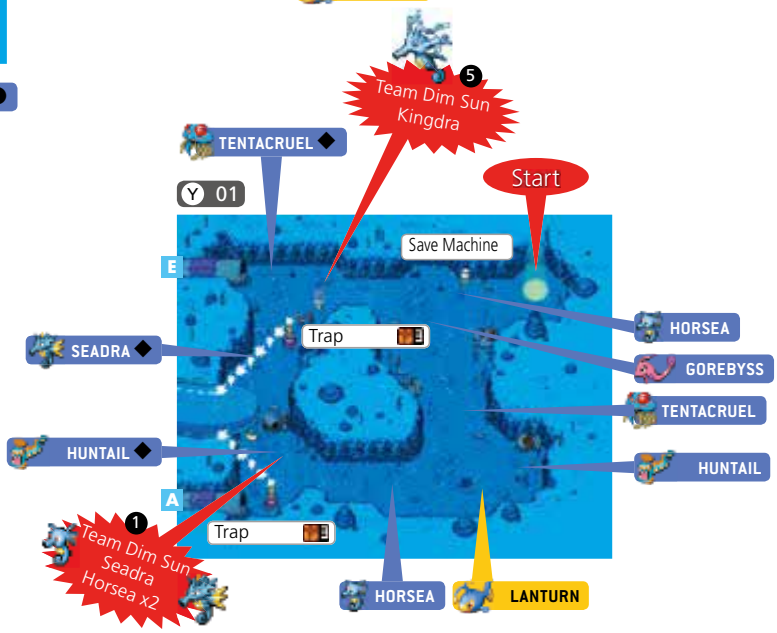
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SEA OF WAILORD MAP



● Only appears during the Mission
◆ Appears after the Mission is over





WALKTHROUGH

STEP 1 Set up the Red Gem and shatter the dark power

Return to the Ranger Union and Chairperson Erma promotes you to Ranger Rank 7, allowing you to travel with up to six Pokémon. Rest up, and then head for the roof to install the Red Gem on the pedestal.

STEP 2 Go find Keith on his search for the Yellow Gem

Rhythmi says that Keith has just sent an update on his progress. Professor Hastings asks you to go to the Haruba Desert and give Keith a hand. Talk to Chairperson Erma for directions to the Haruba Desert.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 3 Listen to Blake's speech at Altru Park

At Erma's request, you go to Altru Park to take in Blake's speech. The Go-Rock Quads have been rehearsing on the stage, but Blake gives them the hook when you arrive. Blake delivers a fascinating speech about new energy sources.

STEP 4 Get the Captain to take you to Haruba Desert

After the speech, Captain Haruba comes up to you and says he'll take you to the Haruba Desert. Make tracks for Puel Harbor and hop on the boat for Haruba Desert.

STEP 5 A huge water spout en route

You're on the boat en route to Haruba Desert, when suddenly you hear a loud voice say "Gwuauraroh!" and see a huge water spout erupting. It seems like there's something under the boat. You dive under the waves to see what's behind the water spout.

STEP 6 Save Wailord from the mysterious beam

Eventually you discover a Wailord being restrained by a strange beam, and a concerned Wailmer by its side. Find out how to destroy the beam, plus three additional beams, and save Wailord.

STEP 7 Team Dim Sun was behind it all!

Use Huntail to destroy the Traps generating the beam. Once you've destroyed the first one, Team Dim Sun makes its appearance. Capture Team Dim Sun's Seadra and two Horsea and send the team packing.

STEP 8 Ride the current to where Team Dim Sun awaits

Go west through a pipe and then ride the current onward, capturing a Huntail along the way. Ride until the spot where the current cuts off, and right into a Team Dim Sun member. Capture the four Finneon he sends at you.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 9 Destroy the second Trap

You'll find the second Trap right behind where the Team Dim Sun Minion was. Capture another Huntail on the way and use it to destroy the Trap. Then keep going. It's a good idea to capture a Mantine as well.

STEP 10 Chase off the Team Dim Sun roadblock

Keep going and you run into a Team Dim Sun Minion and his three Starmie, which gang up on you. Capture them and the Team Dim Sun Minion will retreat. The pipe up north leads to a dead end, so go west instead.

STEP 11 Slalom-run through a Qwilfish school

Use Mantine to swim over the deep water. Spread over this area are Qwilfish, which will cause 3 points of damage at a touch. Dodge them and make your way forward. Using the D-pad will give you the best control here.

STEP 12 Lead Mantine around the currents

You can't approach the exit of the deep-water section directly, or you'll run into currents that will sweep you away to the south. First ride the current downward, then proceed to the right till the spot where the current cuts off. Then head upward and ride the current, and you can dismount Mantine.

STEP 13 Capture Starmie and use it to cut down the Metal Fence

After dismounting Mantine, ride the current east and then proceed north, and capture two Starmie. You can use Starmie to cut down the two Metal Fences on that very same map.

STEP 14 Destroy the third Trap

You'll find the third Trap beyond the Metal Fence, along with a Team Dim Sun Marine Guard. Capture the Team Dim Sun Huntail and Gorebyss. Afterward, use the nearby Huntail to destroy the third Trap.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 15 Destroy the fourth Trap and free Wailord

Continue through the pipe and onward to find the Trap, along with a Team Dim Sun Minion. Capture the Kingdra he sends out, then use the Huntail nearby to destroy this final Trap. Just by destroying the Trap, your feelings reach out to Wailord, and it gets added to your Browser.

STEP 16 Pursue Wailmer's Team Dim Sun kidnappers

Having failed to seize Wailord, the frustrated Team Dim Sun turns its efforts to Wailmer. The enraged Wailord lets you ride on its back as it chases down Team Dim Sun and Wailmer. Ride on and chase them to the Oil Field Hideout!

MISSION 13

Reveal the Hideout's Secrets!

LOCATION **Oil Field Hideout**

You've sprung Wailord from the Traps, but now the Team Dim Sun Marine Unit has taken Wailmer instead.

Riding on Wailord's back, you chase the Marine Unit back to the dock of the Oil Field Hideout.

At the Hideout, you're surprised to run into Sven. He says that the oil field belongs to Altru, Inc., but that he thought it was closed.

Just then the choppers arrive, and the Team Dim Sun boss and the Sinis Trio make a clean getaway.

Sven thinks that you're on a secret Team Dim Sun base. You and Sven sneak inside.

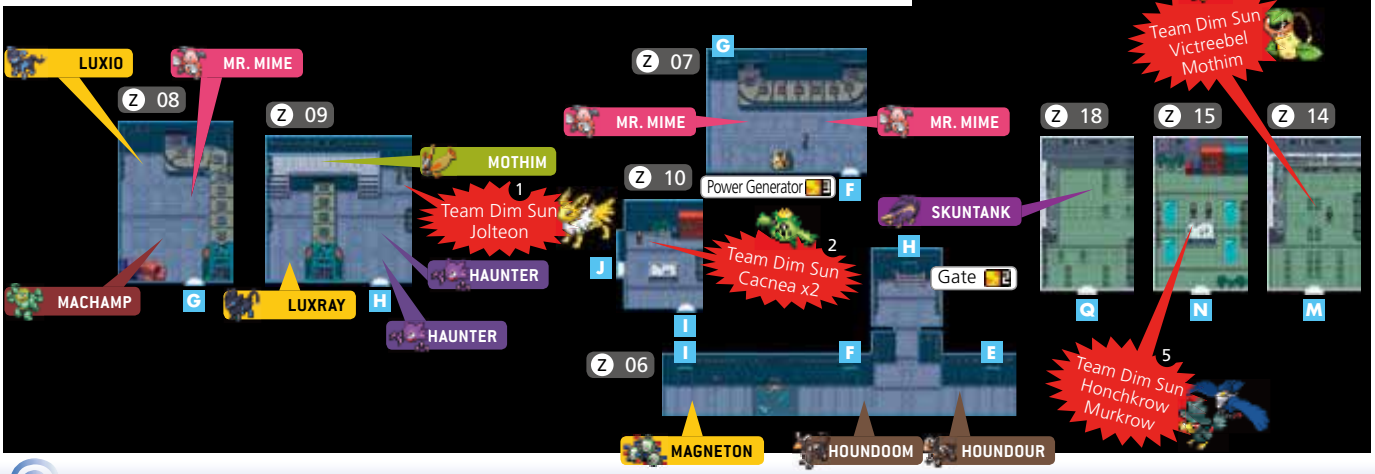
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Oil Field Hideout

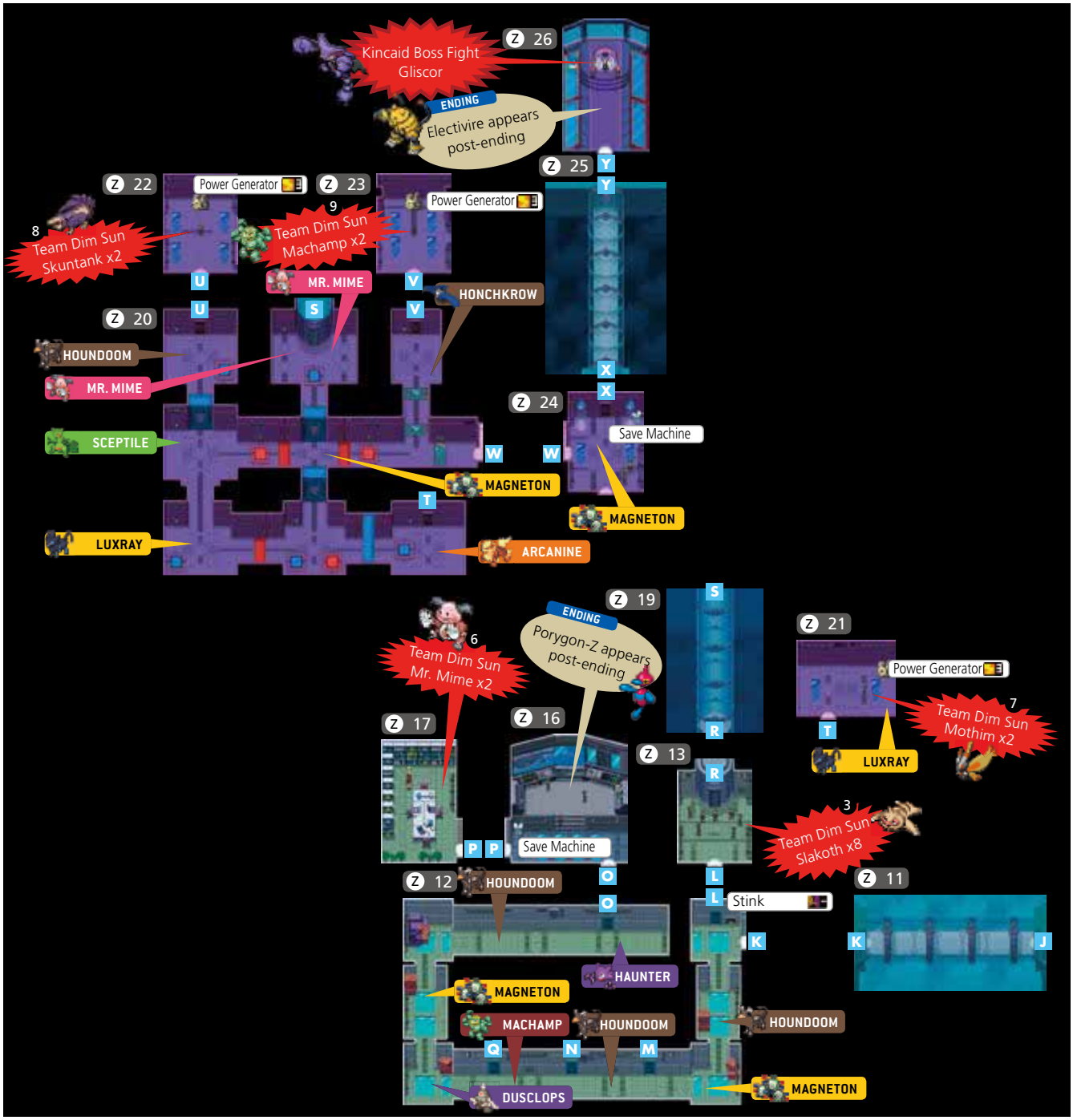
POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Magneton — Electric		
Wild Houndour — Dark		
Wild Houndoom — Dark		
Wild Mr. Mime ×2 — Psychic	Houndour — Dark	
Wild Machamp — Fighting	Mr. Mime — Psychic	
Wild Luxio — Electric	Houndoom — Dark	
Wild Houndoom — Dark		
Wild Haunter — Ghost	Luxio — Electrify	Gate
Team Dim Sun's Jolteon — Electric	Houndoom — Dark	
Wild Mothim — Bug	Mr. Mime — Psychic	
Wild Luxray — Electric	Haunter — Ghost	
	Luxray — Electrify	Power Generator
	Mothim — Flying	
Team Dim Sun's Cacnea ×2 — Grass	Machamp — Fighting	
Team Dim Sun's Slakoth ×8 — Normal		
Team Dim Sun's Victreebel — Grass		
Team Dim Sun's Mothim — Bug		
Team Dim Sun's Honchkrow — Dark		
Team Dim Sun's Murkrow — Dark		
Wild Houndoom — Dark		
Wild Machamp — Fighting		
Wild Dusclops — Ghost	Houndoom — Dark	
Team Dim Sun's Mr. Mime ×2 — Psychic	Dusclops — Ghost	
Wild Skuntank — Poison		
Wild Arcanine — Fire	Skuntank — Stink	Front of the Room
Team Dim Sun's Mothim ×2 — Bug	Machamp — Fighting	
Wild Luxray — Electric		
Wild Luxray — Electric	Luxray — Electrify	Power Generator
Wild Sceptile — Grass	Arcanine — Fire	
Wild Mr. Mime — Psychic		
Team Dim Sun's Skuntank ×2 — Poison	Mr. Mime — Psychic	
Wild Luxray — Electric	Luxray — Electrify	Power Generator
Wild Honchkrow — Dark		
Team Dim Sun's Machamp ×2 — Fighting	Sceptile — Grass	
	Luxray — Electrify	Power Generator
Kincaid's Gliscor — Ground	Honchkrow — Dark	

OIL FIELD HIDEOUT MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

OIL FIELD HIDEOUT MAP



WALKTHROUGH

STEP 1 Meet up with Sven at the Oil Field Hideout

Wailord drops you off at a floating oil field, where you randomly run into Top Ranger Sven. Both of you are just in time to see the Team Dim Sun boss take off in a helicopter. This must be a secret Team Dim Sun base.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 2 Team up with Sven to expose the base's secrets

Sven is here to look into the Incredible Machine that the boss and Kincaid were talking about. You're here to rescue Wailmer. The two of you team up to bust the base's secrets wide open. You can enter through the door up ahead.

STEP 3 Use Luxio to open the Gate

You take the elevator down and exit into the hallway, but find that the floor is rigged with electricity that makes it unpassable. First thing you have to do is capture Luxio in the room with the Power Generator. Then, take it to the Gate and use it to clear the target.

STEP 4 Use Luxray to destroy the Power Generator

Capture the Team Dim Sun Vaporeon in the room behind the Gate. Then, capture Luxray and return to the room with the Power Generator. Use Luxray to destroy the Power Generator, and the electric floors will turn off so you can proceed over them.

STEP 5 Follow the trail of the kidnapped Wailmer

Make your way through the base, capturing two Cacnea along the way. You'll arrive just in time to see Wailmer being dragged into a room. Here's where you and Sven part ways, as you split off to go into Wailmer's room.

STEP 6 Chased by Team Dim Sun!

Entering Wailmer's room, you run right into a big contingent of Team Dim Sun Minion, and end up having to capture eight Slakoth at once. Then the gang kicks you out of the room and locks the door, leaving you with no choice but to follow Sven.

STEP 7 Tour the rooms while defeating Team Dim Sun

Make your way down the hall from room to room, and capture Team Dim Sun's Victreebel and Mothim, and Honchkrow and Murkrow. One of the rooms is locked and inaccessible; just go forward for now.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 8 Sven gets the blueprints from Isaac

In the last room, you find Isaac giving Sven the blueprints to the Incredible Machine. He says he's been helping Team Dim Sun, but he didn't know that they were up to something bad. Then you have another Team Dim Sun battle and have to capture two Mr. Mime.

STEP 9 Take Isaac to Kincaid

Sven tells Isaac that you'll take him to Professor Hastings, to Isaac's delight. But Isaac, still in denial about Team Dim Sun's evil, says he wants to go see Kincaid first. The three of you retrace your steps through the base.

STEP 10 Use Skuntank's Power to progress

When you check the locked door this time, Isaac opens it for you. Capture the Skuntank inside, and then use it in front of the room that Team Dim Sun kicked you out of. Wait for the Dim Sun members inside to flee, and then take the elevator.

STEP 11 Trip the blue switch to get into the right-hand room

You arrive at a room containing red and blue shutters. Flip the blue switch and the blue shutter opens, allowing you into the lower-right-hand room. Upon entering, you're attacked by two Team Dim Sun Mothim. Afterward, use Luxray to destroy the first Power Generator.

STEP 12 Step on the switch and go into the upper-left-hand room

Leave the room and go left, step on the red switch, and capture the Luxray on the left end of the hall. Capture the two Team Dim Sun Skuntank, and then use Luxray to destroy the second Power Generator.

STEP 13 Destroy the Power Generator in the upper-right-hand room

Leave the upper-left room, step on the blue switch, and capture another Luxray. Then, step on the red switch to make for the upper-right room. Capture the two Team Dim Sun Machamp, and destroy the last Power Generator.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 14 Receive a strange voicemail from Keith

While you're on your way through the hallway that leads to Kincaid's room, you receive a voicemail from Keith. He wants you to join him in Haruba Desert right away, but something is off about the way he's talking. For the time being, you continue on to Kincaid.

STEP 15 Showdown with a familiar face—Kincaid

You enter the last room in time to hear Kincaid's angry reaction to being told about the failure to kidnap Wailord. What Isaac has to say only angers Kincaid further, and he sends out Gliscor. Use Honchkrow's Poké Assist and capture Gliscor. Succeed and Kincaid will retreat.

STEP 16 Now head out for Haruba Desert

When you leave the Oil Field Hideout, Professor Hastings contacts you by voicemail and promotes you to Ranger Rank 8, adding another Level to your Styler's Power Charge ability. Now it's time to go catch up with Keith in Haruba Desert.

MISSION 14

Get the Yellow Gem!

LOCATION **Haruba Village~Haruba Desert~Hippowdon Temple**

You board Sven's boat and ride it to Haruba Village.

Another voicemail from Keith comes in as you're on your way out of the village to Hippowdon Temple. But something is off. He sounds different from the Keith you know. You can only hope nothing has happened to him.

You resolve to find the Yellow Gem, and assign yourself the Mission.

But Hippowdon Temple is a series of vicious traps. Will you be able to find the Yellow Gem and get out in one piece?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Haruba Village, Haruba Desert

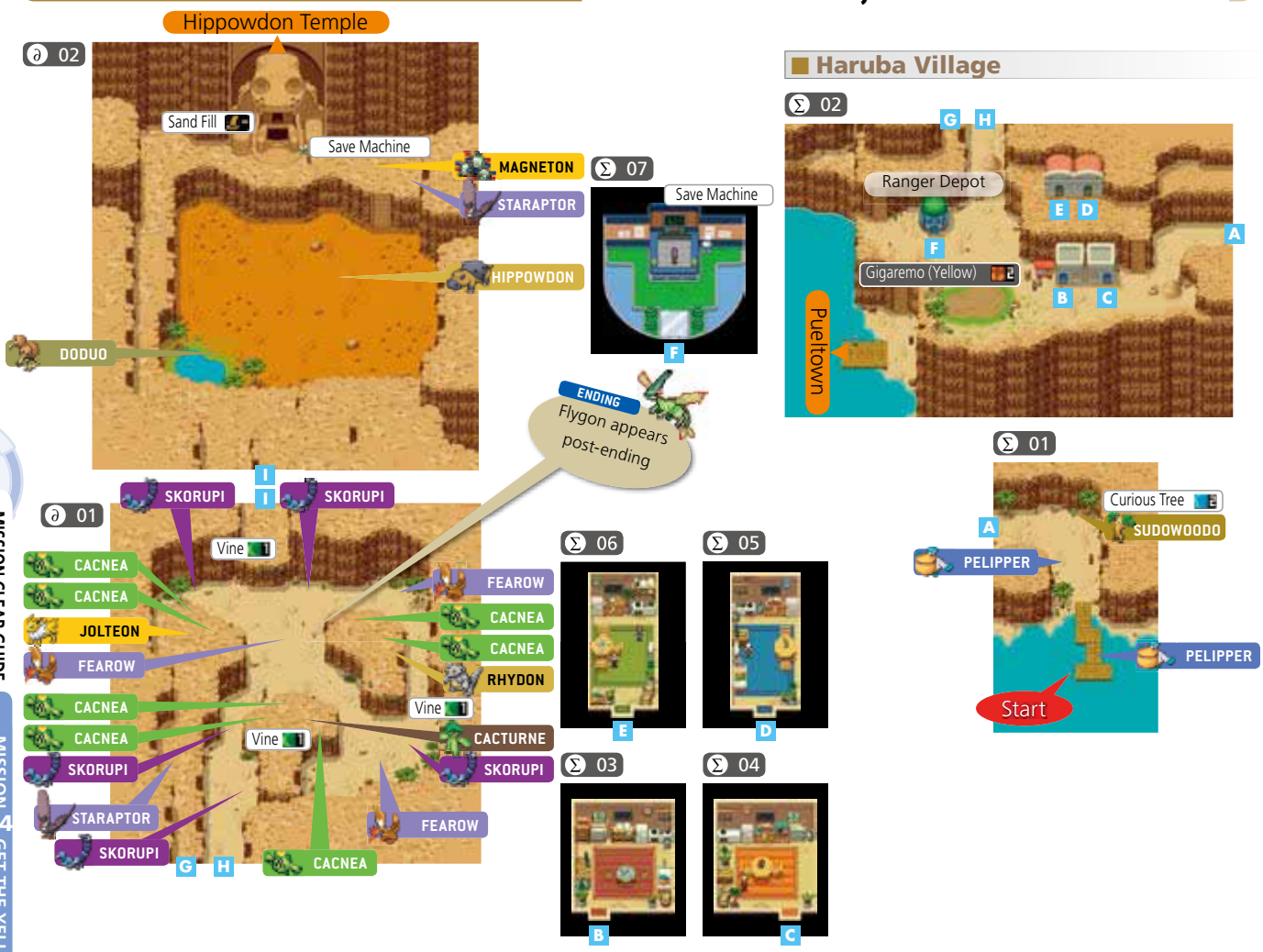
POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Pelipper — Water	Pelipper — Soak	Curious Tree
Wild Sudowoodo — Rock	Sudowoodo — Crush	Gigaremo (Yellow)
Wild Pelipper — Water	Cacnea — Grass	
Wild Cacnea — Grass		
Wid Jolteon — Electric	Jolteon — Electric	
Wild Skorupi — Poison	Fearow — Cut	Vine
Wild Fearow — Flying	Fearow — Cut	Vine
Wild Rhydon — Ground	Fearow — Cut	Vine
Wild Fearow — Flying	Pelipper — Water	
Wild Cacturne — Dark	Hippowdon — Sand Fill	Temple Entrance
Wild Fearow — Flying		
Wild Magneton — Electric		
Wild Doduo — Normal		
Wild Hippowdon — Ground		

Hippowdon Temple

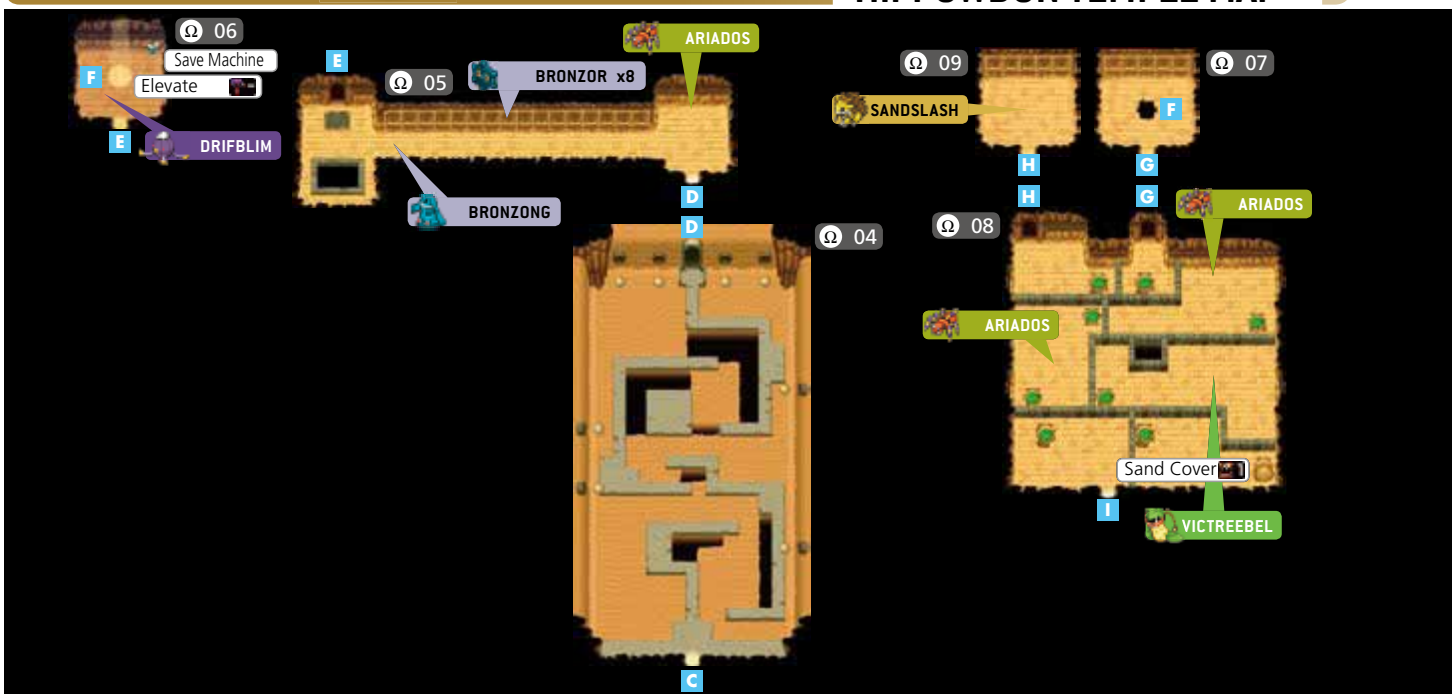
POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Golem — Rock	Golem — Rock	
Wild Ariados — Bug	Bronzor — Steel	
Wild Bronzor — Steel	Bronzong — Steel	
Wild Skorupi — Poison	Drifblim — Elevate	Ceiling Hole
Wild Ariados — Bug	Ariados — Bug	
Wild Bronzong — Steel	Victreebel — Grass	
Wild Drifblim — Ghost	Sandslash — Tunnel	Sand Cover
Wild Victreebel — Grass	Ariados — Bug	
Wild Sandslash — Ground	Claydol — Psychic	
Wild Gengar — Ghost	Gabite — Dragon	
Wild Claydol x2 — Psychic	Gengar — Ghost	
Wild Gabite — Dragon	Banette — Ghost	
Wild Tyranitar — Rock	Claydol — Psychic	
Wild Banette x2 — Ghost	Tyranitar — Crush	Boulder
Wild Espeon — Psychic	Drifblim — Ghost	
Wild Drifblim — Ghost	Espeon — Psychic	
Wild Bellossom — Grass	Banette — Ghost	
Gem Guardian Cresselia — Psychic		
Heath's Magnezone — Electric		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HARUBA VILLAGE, HARUBA DESERT MAP

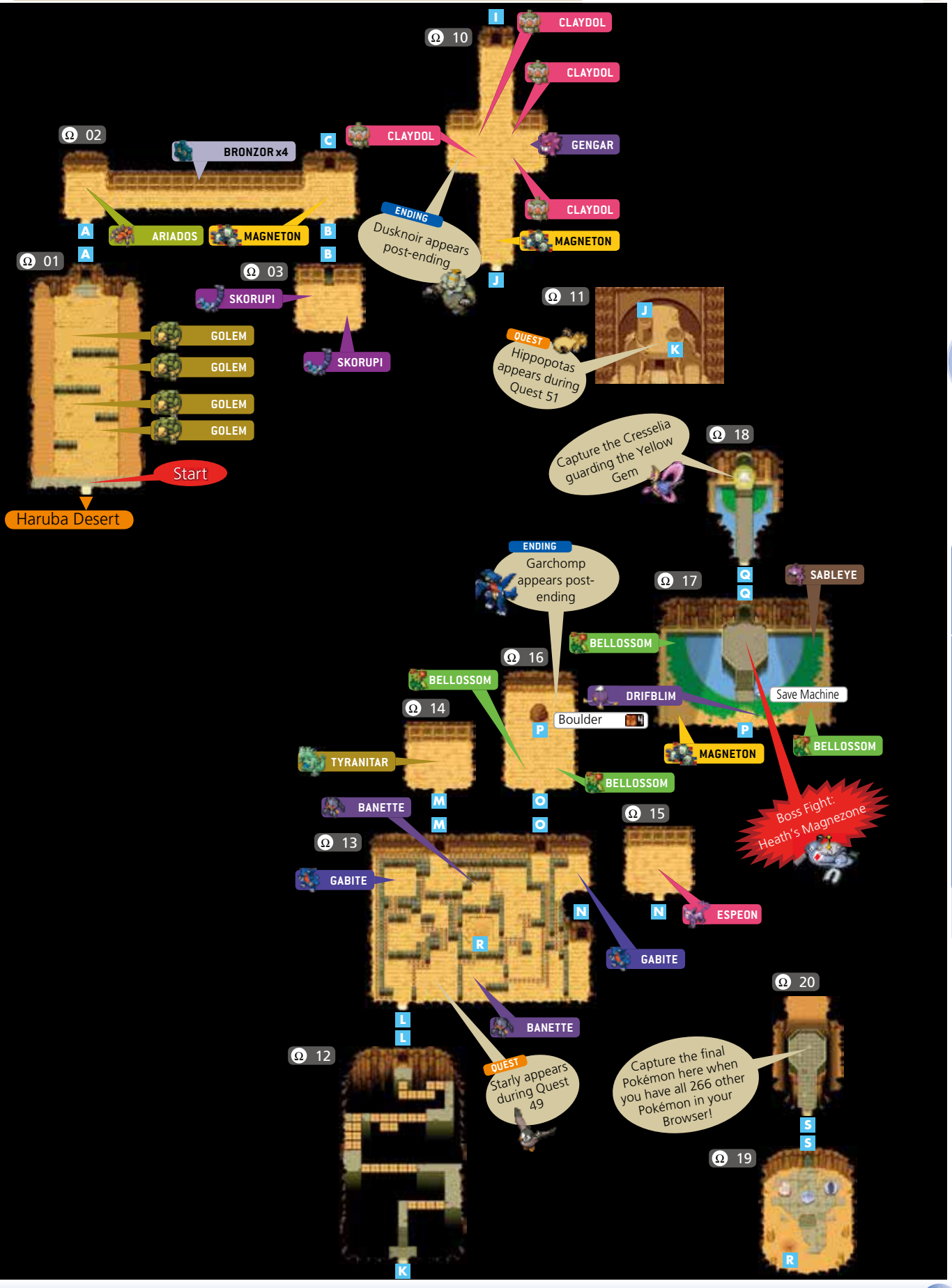


HIPPOWDON TEMPLE MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

HIPPOWDON TEMPLE MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 1 Use Pelipper to capture Sudowoodo

Sven sends you by boat to the pier at Haruba Village. Visibility there is poor due to the fierce sandstorms. But wait, was that…? Capture Pelipper and use it on the Curious Tree to reveal a Sudowoodo in disguise. Now you can capture Sudowoodo.

STEP 2 Destroy the Gigaremo in Haruba Village

You find the town full of Hippopotas that appear to be in misery. It turns out that a townsperson named Henry has found a Gigaremo and has been mistakenly using it as an espresso machine, causing the disturbance. When you use Sudowoodo to destroy the Gigaremo, the Hippopotas withdraw and the sandstorm subsides.

STEP 3 Take on the Hippowdon Temple for the Yellow Gem

After destroying the Gigaremo and calming the sandstorm, you get another weird voicemail from Keith. He's speaking so oddly that you once again wonder if it really is him. Be that as it may, your job for now is to go to the Hippowdon Temple in search of the Yellow Gem.

STEP 4 Use Fearow to get across Haruba Desert

Due north of Haruba Village is Haruba Desert. You can get over the cliffs by capturing Fearow and using it to cut down Vines for you to climb. Make your way to the Hippowdon Temple, capturing whatever Pokémon you meet along the way.

STEP 5 Journey to the heart of the desert where the sandstorm blows

A fierce sandstorm whips through the desert. Eventually you find an explorer's outpost, where you learn that you need a Hippowdon's Area Move in order to enter the Hippowdon Temple. And it seems Hippowdon is causing the sandstorm. Drop down to the dunes and set out in search of Hippowdon.

STEP 6 Capture Doduo

Your feet sink in the soft sand where Hippowdon lives, making it impossible to run. And Hippowdon can burrow under the sand, so you have no chance of catching it on foot. What you need is to capture the Doduo lurking nearby. On its back, you can run over the sands.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 7 Capture Hippowdon

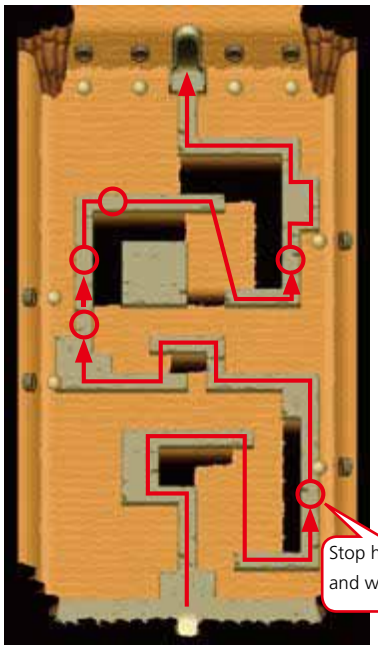
When Hippowdon appears aboveground, it's flanked by mini sand cyclones. These can inflict four points of damage and send you flying if you touch them. There's just one gap between the cyclones where you can slip through and touch Hippowdon to capture it.

STEP 8 Use Hippowdon to enter the temple

A gaping hole blocks the entrance to the temple. Here's where you use Hippowdon's Area Move, Sand Fill, to fill up the hole. Once it's covered over, you can enter the temple.

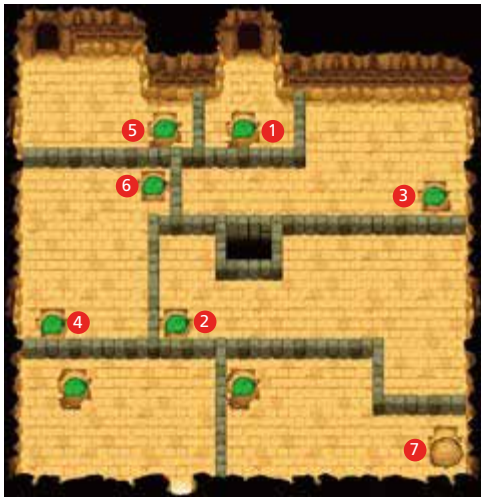
STEP 9 To the heart of the temple

On your way into the temple, you come to a room with balls of sand whizzing through it. If one touches you, it knocks you backward and causes 3 points of damage. What's worse, if you get knocked into a pit, you'll plummet back to the room with Skorupi in it. Follow the path on the map at right, pausing at the ○ marks until you're sure the sand ball has gone safely past you. Then keep walking.



STEP 10 Bounce on the Springy Grass to capture Sandslash

Farther in is a room you have to navigate using Springy Grass. Jump on the grass in the order shown on the map at right. Grass 4 gives you access to the room to the upper left, where you should capture Sandslash. Then just take Grass 5 and Grass 6 to the end of the course.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 11 Use Sandslash to progress

In the lower right of the room with the Springy Grass is a patch of Sand Cover. Use Sandslash to clear it away and reveal the Springy Grass buried underneath. Jump on it to exit the room, and continue on your way.

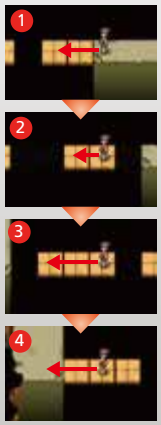
STEP 12 Timing is everything

Past Hippowdon's nostril, you come to a room with vanishing tiles to walk on. If you don't look before you leap, you could end up plummeting back to the Claydol room. Take it one step at a time.

FIRST PLATFORM

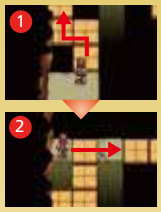
From the first platform, the timing of the disappearing tiles allows you to make it over the whole segment in one dash. But if you stop in the middle, the tiles on the end could vanish under you, sending you into the void.

SECOND PLATFORM



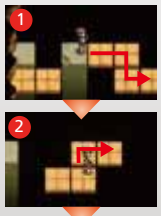
From the second platform, first two tiles appear. Walk to the left edge, and when the next tile appears, cross to the left edge of that one. Keep following in that pattern until you reach the third platform.

THIRD PLATFORM



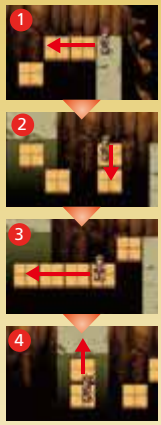
From the third platform, the tiles appear in vertical blocks of two. Dash up to the small platform on the upper left in one shot. Then, keep going to the platform on the right without stopping.

FOURTH PLATFORM



From the fourth platform, the tiles appear in horizontal blocks of two. You can dash across four at one time, and then to the edge of the tile that appears in front of you. The last step takes you straight to the platform on the right.

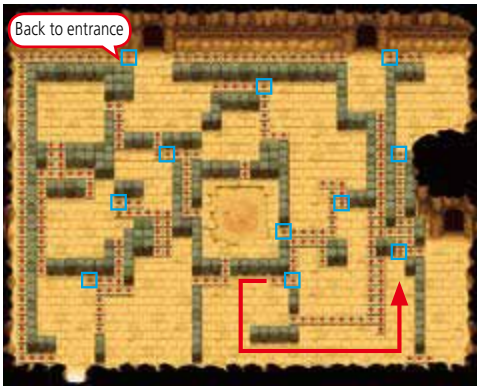
FIFTH PLATFORM



From the fifth platform, tiles appear two at a time. Walk to the end of the second tile, then to the end of the tile that appears in front of you. Leapfrog in this way until you reach the room exit.

STEP 13 Ride the moving tiles to the next room

When you step on an arrow tile, it carries you in the direction indicated. Take the course suggested on the map at right, riding on the blue-outlined tiles. When you reach Step 6, go into the upper-left-hand room and capture Tyranitar. Then repeat Steps 1–4, and follow Steps 7 and 8 to reach the exit. Following Steps 9 and 10 takes you to a room where you can capture Espeon.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 14 Use Tyranitar to smash the Boulder

There's a Boulder in the next room; use Tyranitar to smash it and reveal a hole underneath. Jump in to reach the Yellow Gem.

STEP 15 Capture the Cresselia guarding the Yellow Gem

You find the Yellow Gem at last, sitting on an altar in the heart of the temple. But suddenly the gem's guardian, Cresselia, attacks. Lasso Cresselia, but don't touch the magical orbs it spits out. Capture Cresselia and it entrusts the Yellow Gem to you.

STEP 16 Sinis Trio enters by helicopter

As soon as you lay hands on the Yellow Gem, a helicopter swoops down bearing Team Dim Sun member Heath. It was Heath who sent those weird voicemails. He's kidnapped Keith, and now he wants to exchange the Ranger for the Yellow Gem. Unfortunately, you're in no position to argue. Just pick "Yes."

STEP 17 Capture Heath's Magnezone

With the Yellow Gem in hand, Heath unleashes Magnezone on you, then makes his getaway by chopper. Capture Magnezone. Espeon's or Banette's Poké Assists can be helpful here.

STEP 18 Back to the Ranger Union

Keith returns to the Ranger Union ahead of you. Touch the ball of light in the room where Heath's helicopter landed to get warped back to the entrance. Leave the temple, then capture the Staraptor to the right of the exit and ride it back to the Ranger Union.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 15

Protect Ranger Union HQ!

LOCATION Ranger Union

The riddle of Team Dim Sun's so-called Incredible Machine remains unsolved. Then, Isaac remembers and reveals the password for the blueprints. The Incredible Machine is revealed to be Altru Tower—scheduled for completion tomorrow!

Professor Hastings hatches a plan: Sven and Wendy will take Staraptor and try to get the Blue Gem and the Red Gem close to the tower.

Suddenly, there's an explosion on the first floor of the Ranger Union. Two of Team Dim Sun's Sinis Trio—Heath and Ice—are leading a charge of Pokémon into the Ranger Union.

You have to drive them back, and fast.

Time for another self-assigned Mission!

MISSION 15 PROTECT RANGER UNION HQ!

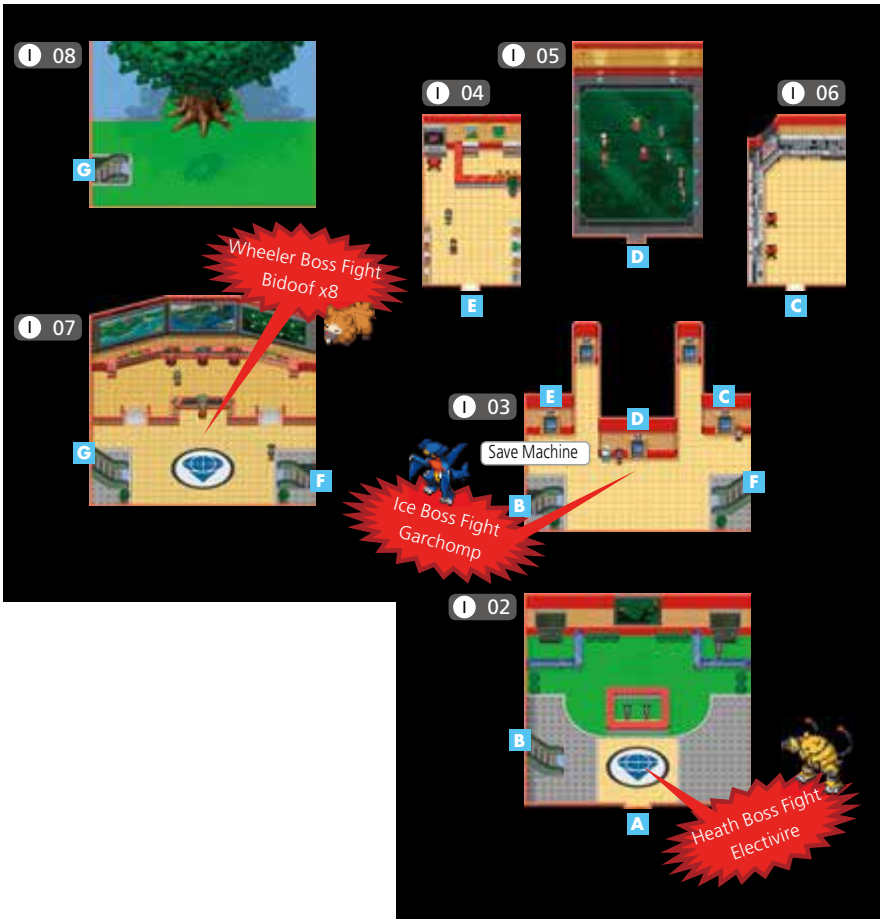
RECOMMENDED CAPTURE SEQUENCE

■ Ranger Union

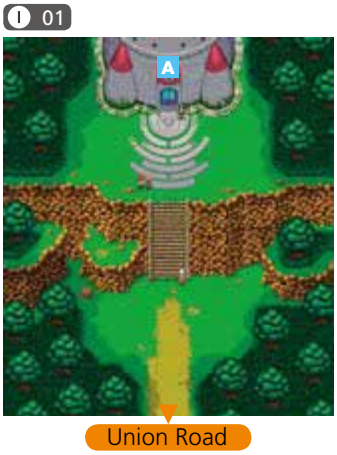
POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Heath's Electivire — Electric	Rhydon — Ground	
Ice's Garchomp — Dragon		
Wheeler's Bidoof x8 — Normal		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RANGER UNION MAP



Ranger Union Mini Map



MISSION 15 PROTECT RANGER UNION HQ!

WALKTHROUGH

STEP 1 Isaac tells all about the Incredible Machine

The shock of what's happened has put Isaac in a weird mood. But the day after you report the theft of the Yellow Gem to Professor Hastings, Isaac snaps out of it. He spills all about the Incredible Machine—and the most startling thing is, the Incredible Machine and the under-construction Altru Tower are one and the same!

STEP 2 Capture Pokémon to prepare for the battles ahead

Erma assigns you to patrol duty. This is a good opportunity to capture Pokémon to build your ranks for the coming battles. The best thing would be to visit Volcano Cave (east side) and pick up a couple of Rhydon, a Flareon, a Charmeleon, and a Shelgon.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 3 Launch Operation Brighton to neutralize the Shadow Crystal

Back at the Ranger Union, talk to Chairperson Erma and she'll call everyone to the roof. There, Professor Hastings presents Operation Brighton, his plan to neutralize the Shadow Crystal at the top of Altru Tower.

STEP 4 Team Dim Sun surprise-attacks the Ranger Union!

You and Keith are on standby at the Ranger Union when Heath of Team Dim Sun breaks into the first floor of the Union. You have to capture the Electivire he sends out. You should use a Poké Assist from a Ground-group Pokémon like Rhydon.

STEP 5 Ice and Lavana come to steal back Isaac

Ice is on the second floor, trying to convince Isaac to come back. Then Lavana appears, along with Melody, and uses the girl to blackmail Isaac. His hands tied, Isaac agrees to go with them. As they retreat, Ice sends out Garchomp. If you have a Dragon-group Pokémon, use its Poké Assist here.

STEP 6 More villains on the third floor

On the third floor, Wheeler has Erma, Linda, and the others cornered. Capture the eight Bidoof that Wheeler sends out. There may be a lot of them, but it's easy if you just wait until they're grouped together so you can loop them all at once. After you win, Wheeler steps out to answer a call from his underlings.

STEP 7 You've defended the Union—Mission Clear!

You've successfully defended the Ranger Union. Professor Hastings promotes you to Ranger Rank 9, which allows you to take up to seven Pokémon in your party. Just then, Sven reports that a Level 3 barrier has been erected around the Tower.

STEP 8 Relaunch Operation Brighton

Professor Hastings gives you and Keith a formidable Mission: Rescue Isaac and Melody, take back the Yellow Gem, and neutralize the triple-tiered barrier. This is the final battle. Gather up all the courage you can muster and set out for Altru Tower.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

MISSION 16

Execute Operation Brighton!

LOCATION **Altru Building~Altru Tower**

The Incredible Machine, a.k.a. Altru Tower, is finally operational. And above it is a triple-strength barrier.

Professor Hastings assigns you three Missions. The first is to sneak into Altru Tower and rescue Isaac and Melody. The second is to find and retrieve the Yellow Gem. And the last is to pass the Yellow Gem to Keith and rendezvous with Sven and Wendy.

Oh, and one more thing, Ranger—after breaking into Altru Tower, you have to shut down the triple-tiered barrier to let the other three Rangers approach the Shadow Crystal.

"Execute Operation Brighton!" Professor Hastings declares with surprising force.

RECOMMENDED CAPTURE SEQUENCE

■ Altru Building (1)

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Team Dim Sun's Yanmega — Bug	Charmeleon — Fire	
Team Dim Sun's Weezing — Poison	Rhydon — Ground	
Team Dim Sun's Skuntank — Poison		
Team Dim Sun's Shiftry — Dark	Flareon — Fire	
Team Dim Sun's Nuzleaf ×2 — Grass		
Team Dim Sun's Dusclops ×2 — Ghost		
Wild Magneton — Electric		
Team Dim Sun's Gabite ×3 — Dragon	Shelgon — Dragon	
Wild Sableye — Dark		
Team Dim Sun's Gengar ×2 — Ghost	Sableye — Dark	
Wild Glalie — Ice		
Team Dim Sun's Mamoswine — Ground	Glalie — Ice	
Wild Crobat — Flying		
Wild Primeape — Fighting		
Wild Hypno — Psychic		
Wild Gengar — Ghost		
Team Dim Sun's Mismagius — Ghost	Gengar — Ghost	
Team Dim Sun's Banette — Ghost		
Wild Electabuzz — Electric		
	Electabuzz — Flash	Dark Room
Team Dim Sun's Espeon — Psychic	Crobat — Flying	
Team Dim Sun's Umbreon — Dark		
Wild Scyther — Bug		

Continued on following page

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECOMMENDED CAPTURE SEQUENCE

Altru Building (2)

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Absol — Dark	Primeape — Fighting	
	Scyther — Cut	Steel Frame
	Hypno — Psychic	
Wild Blaziken — Fire	Blaziken — Burn	
Team Dim Sun's Bronzong — Steel		
Team Dim Sun's Claydol — Psychic		
Wild Blaziken — Fire		
Wild Scizor — Steel		
Wild Ariados x2 — Bug		
Wild Primeape — Fighting	Blaziken — Burn	Smoke Detector
	Primeape — Fighting	
Team Dim Sun's Aggron — Steel		
Team Dim Sun's Tyranitar — Rock		
Team Dim Sun's Blaziken x2 — Fire		
Team Dim Sun's Spinarak ×5 — Bug		
Wild Electrode — Electric	Scizor — Cut	Large Cage
Wild Electabuzz — Electric	Ariados — Bug	
Team Dim Sun's Alakazam — Psychic		
Team Dim Sun's Sceptile — Grass		
Team Dim Sun's Luxray — Electric		
Team Dim Sun's Skorupi ×3 — Poison		
Team Dim Sun's Bronzor ×3 — Steel		
Wild Gabite — Dragon	Ariados — Bug	
	Electabuzz — Flash	Dark Room
	Absol — Cut	Large Cage
Wild Ampharos — Electric	Gabite — Dragon	
Team Dim Sun's Bellossom ×3 — Grass	Electrode — Electric	
Team Dim Sun's Cacturne ×3 — Dark	Ampharos — Electric	
Team Dim Sun's Flareon — Fire		
Team Dim Sun's Vaporeon — Water		
Team Dim Sun's Jolteon — Electric		
Team Dim Sun's Scizor — Steel		
Team Dim Sun's Gardevoir — Psychic		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

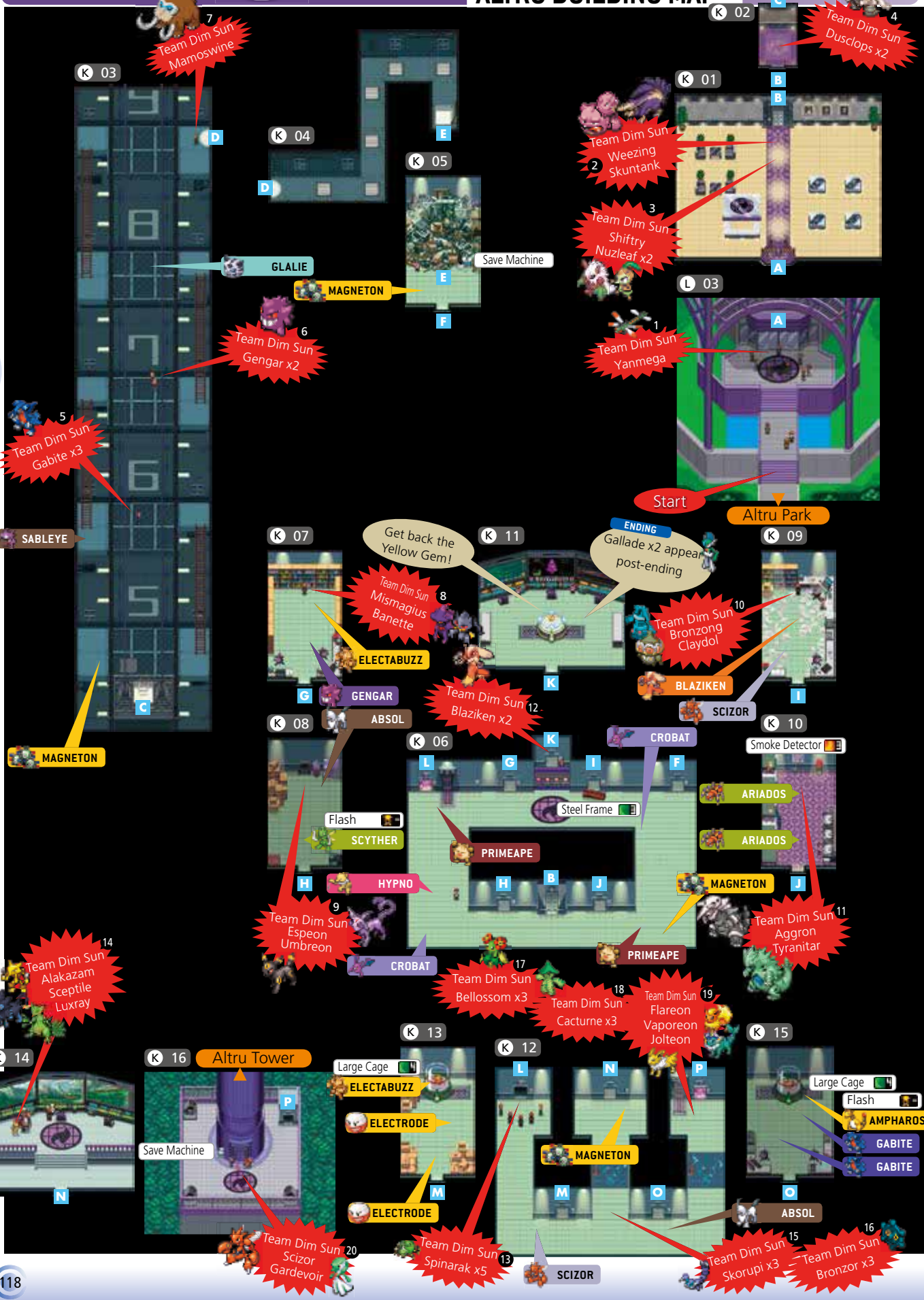
RECOMMENDED CAPTURE SEQUENCE

Altru Tower

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSISTS AND FIELD MOVES	TARGET CLEARS
Wild Alakazam — Psychic		
Wild Vaporeon — Water		
Wild Rhydon — Ground		
Wild Ampharos — Electric		
Heath's Rhyperior — Ground	Alakazam — Psychic	
Wild Golem — Rock		
Wild Arcanine — Fire	Golem — Crush 4	Circuit Ball (Yellow)
Wild Primeape — Fighting		
Lavana's Magmortar — Fire	Rhydon — Ground	
Wild Absol — Dark	Vaporeon — Soak 3	Circuit Ball (Red)
Wild Vaporeon — Water		
Wild Gardevoir x2 — Psychic	Arcanine — Fire	
Ice's Gallade — Fighting	Absol — Dark	
	Vaporeon — Water	
Heath's Rhyperior — Ground	Gardevoir — Psychic	
Lavana's Magmortar — Fire		
Ice's Gallade — Fighting	Ampharos — Electrify 3	Circuit Ball (Blue)
Wild Gengar — Ghost		
Wheeler's Bidoof — Normal	Gengar — Ghost	
Boss's Dusknoir — Ghost		
Darkrai (First Time) — Dark	Primeape — Fighting	
	Gardevoir — Psychic	
Darkrai (Second Time) — Dark		

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ALTRU BUILDING MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

ALTRU TOWER MAP

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 1 Drive off the Team Dim Sun members in your way

At the Altru Building entrance, you find Team Dim Sun clashing with the company employees. Talk to the Dim Sun members blocking your way, then capture their Yanmega. Go into the building, where you'll face more Team Dim Sun Minions, and capture their Koffing, Skuntank, Shiftry, and two Nuzleaf.

STEP 2 Enlist the help of Barlow and friends to reach the top

When it seems like Team Dim Sun has you backed against the wall, Barlow smashes the door down in a grand entrance. Leave the first-floor Team Dim Sun Minions to Barlow and company, and get on the elevator. Enter the password to use the elevator. When Keith suggests "Melody," choose "Yes."

STEP 3 Escape the stopped elevator

The elevator comes to a sudden halt while en route to the ninth floor. A Team Dim Sum member appears and chucks two Dusclops at you. Punish the wrongdoers by capturing the Dusclops, then climb the ladder out of the elevator.

STEP 4 Fight Team Dim Sun to the top

You find yourself on the fifth floor. Climb the ladder to the ninth floor. On the way, Team Dim Sun will chuck three Gabite, two Gengar, and a Mamoswine at you. Capture each one and keep going. After capturing Mamoswine, you reach the end of the shaft and enter the air vents.

STEP 5 Use the air vents to sneak inside the building

You travel through the air ducts and wind up in the garbage dump. From there you can make your way into a hallway, where you learn that four Team Dim Sun Admins are the living keys to a four-part lock on the door to the room where the Yellow Gem is being held. Make your way around the rooms and undo the lock.

STEP 6 Defeat the first Admin to unlock the first lock

Enter the upper-left room first. The Team Dim Sun Admin there sends out Mismagius and Banette. Capture them, being careful not to get hit by their attacks. A victory here will unlock one part of the lock. Capture Electabuzz before you leave.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 7 Defeat the second Admin to unlock the second lock

Next stop is the lower-left room. Use Electabuzz to illuminate the room, and suddenly a Team Dim Sun Admin leaps out from the back. Capture Espeon and Umbreon, and the second lock is undone. Capture Scyther before leaving the room.

STEP 8 Defeat the third Admin to unlock the third lock

Next up is the upper-right-hand room. Use Scyther to chop down the Steel Frame in front of the entrance. Enter and capture the Team Dim Sun Admin's Bronzong and Claydol to open the third lock. Then capture Blaziken before you leave.

STEP 9 Defeat the fourth Admin to unlock the fourth lock

Last stop is the lower-right-hand room. Inside is a Smoke Detector. Have Blaziken dispose of it, and a Team Dim Sun Admin will emerge. Capture his Aggron and Tyranitar to undo the final lock.

STEP 10 Crush the Guard and get the Yellow Gem

Now that the gate is open, go back and deal with the remaining Team Dim Sun Guard and his two Blaziken. Move into the room and recover the Yellow Gem. The researchers in the room helpfully remove the lock barring your progress to the 10th floor.

STEP 11 Ascend to the tenth floor and bust into the central room

On your way up to the tenth floor, a Team Dim Sun member suddenly waylays you with five Spinarak. Capture them and send him packing. Capture the nearby Scizor and use it to bust open the Large Cage, enabling you to get to the central room where Isaac is being held.

STEP 12 Defeat Team Dim Sun and rescue Isaac and Melody

With Barlow's assistance, you bust into the central room, where Isaac and Melody are under tight watch by Team Dim Sun. Capture Team Dim Sun's Alakazam, Sceptile, and Luxray, and rescue the captives. Isaac then joins your party.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 13 Disable the floor device to proceed

As soon as you leave the central room, Team Dim Sun attacks you with three Skorupi and three Bronzor. Capture them, then capture the nearby Absol. Use Electabuzz to light up the room, then use Absol to break open the Large Cage, disabling the floor device.

STEP 14 Buy Isaac time to open the lock

The stairs to the roof are locked up tight. While Isaac goes about opening the lock, you've got to capture waves of Team Dim Sun Pokémon: three Bellossom, three Cacturne, a Flareon, a Vaporeon, and a Jolteon. When you're done, the lock is open.

STEP 15 The Yellow Gem is stolen again on the roof

Up on the roof, a Staraptor arrives from Professor Hastings. Just when Keith is about to ride away with the Yellow Gem, Lavana pops in and steals the gem. But your immediate concern is capturing the Scizor and Gardevoir that Lavana's underling sends out.

STEP 16 Upgrade to the Vatonage Styler

Professor Hastings sends you a revolutionary program that upgrades your Styler to a Vatonage Styler. You can now capture Pokémon that are under the control of a Team Dim Sun device. You're a little worried about Keith, but right now your priority is taking down the three-tiered barrier. Time to climb Altru Tower.

STEP 17 Disable the three-layer barrier

According to Sven, Wendy, and Isaac, each layer of the three-tiered barrier is controlled from a different floor. And each floor is managed by a different member of the Sinis Trio. You have to visit each floor and destroy the Circuit Ball that controls the barrier.

STEP 18 Boss fight with Heath, who's defending the yellow barrier

First stop is the yellow floor. Capture Ampharos here; you'll need it later. Heath is waiting for you in the control room, and he's got a Rhyperior backing him up. Use a Poké Assist from a Pokémon like Alakazam, and capture Rhyperior.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 19 First take down the Circuit Ball powering the yellow barrier

Isaac handily disables the device run by the Circuit Ball. Step outside the room to capture Golem. Then return and use Golem to destroy the yellow Circuit Ball, and the yellow barrier goes down.

STEP 20 Boss fight with Lavana, who's defending the red barrier

Now that the stairs device on the yellow floor is turned off, you can go on to the red floor. The control room looks clear when you go in, but then Lavana pops in from behind. Capture the Magmortar she sends out. There's a Rhydon on the yellow floor whose Poké Assist is useful here.

STEP 21 Destroy the Circuit Ball powering the red barrier

Once again, Isaac disables the Circuit Ball device in the blink of an eye. But to destroy the red Circuit Ball and bring down the red barrier, you still need a Pokémon with a Level 3 Soak Field Move. Use the Vaporeon from the tower entrance.

STEP 22 Boss fight with Ice, who is defending the blue barrier

With the stairs device on the red floor turned off, proceed to the blue floor—the final floor. Ice is waiting for you in the control room, with a Gallade in tow. Capture Gallade; Absol's Poké Assist is a good match-up against it.

STEP 23 Capture all the Sinis Trio Pokémon at once

The blue Circuit Ball gives Isaac a bit more trouble. While he's working on it, Ice bands together with Lavana and Heath, and they challenge you with Rhyperior, Magmortar, and Gallade all at once. Note the timing of the Pokémon's attacks, and lasso the whole group during the intervals between attacks.

STEP 24 Destroy the Circuit Ball controlling the blue barrier

After you capture all three Pokémon, the Sinis Trio makes tracks, leaving the Yellow Gem behind. Use the Ampharos from the yellow floor to destroy the blue Circuit Ball, and at last the third layer of the barrier disappears.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

WALKTHROUGH

STEP 25 The Incredible Machine powers up to Level 2

As you exit the control room, the Incredible Machine powers up to Level 2. Pokémon as far away as Pueltown and Chroma Road fall under its influence. Hurry on up to the next floor, before the Almia region is done for!

STEP 26 Have Isaac disable the floor device

On the next floor, you find the floor power run by a machine Isaac isn't familiar with. Looks like you're stuck on this floor. Isaac gets the device working and turns off the power, but gets caught in a time-release trap. You have to go on without him.

STEP 27 The Incredible Machine powers up to Level 3

As you reach the roof, the Incredible Machine reaches Level 3 and spreads its evil influence to Pokémon as far away as Hia Valley and inside the Volcano Cave. There's no time to lose. Make your way to the final stage and take on the Team Dim Sun boss to end his reign of terror.

STEP 28 The Team Dim Sun boss shows his face at last

At last you come upon the Team Dim Sun boss, smugly proclaiming that he now has every Pokémon in Almia at his beck and call. Capture Wheeler's Bidoof, then the boss sends out the Dusknoir from Hippowdon Temple. Stop at nothing to capture it.

STEP 29 Endgame of Operation Brighton

The Yellow Gem suddenly starts to glow. Seeing this, the boss starts to freak out as the ultimate Pokémon, Darkrai, awakens. Darkrai envelops Altru Tower in darkness, preventing the Staraptor-borne Sven and Wendy's approach.

STEP 30 A friend helps you out of a tight spot

Finally Darkrai appears before you, spreading its darkness over the earth and threatening to swallow you up. Just when all seems lost, Keith makes a grand entrance on Staraptor and plucks you from the darkness. Hand the Yellow Gem over to Keith.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

STEP 31 The Incredible Machine makes Darkrai go berserk

Overcome with rage, the boss powers up the Incredible Machine to Level Dark—way beyond the limits of safety. This just throws Darkrai into a mad rampage. The darkness swallows Wheeler and the boss. Your duty is to save them...even if they ARE Team Dim Sun.

STEP 32 Capture Darkrai and end it all

You try to lasso Darkrai, but you can't appeal to its heart. Don't bother with a Poké Assist—after a certain amount of time, Darkrai leaves the Capture screen. You return to the Field Screen, where your Capture Styler becomes infused with the powers of the three colored gems. Take on Darkrai again; now is the REAL final battle.

The World Post-Ending

The adventure continues with tons of Quests and new Pokémon!

With the rage-filled Darkrai captured, and Team Dim Sun's evil ambitions foiled, the story comes to its end. But there's even more fun waiting for you after the end. Think you can play it all?

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POST-ENDING CHANGES 1 Tons of new Quests

After the ending, a huge number of new Quests become available. As you fulfill certain conditions, you get even more, until you can go on 20 different kinds of Quests in all. Check page 140 for the Quests you can take on after the ending.

Some of the tougher Quests ask you to bring back several Pokémon at once.

POST-ENDING CHANGES 2 You can check your Ranger Record

You can now check your Ranger Record at the desk on the far right of the first floor of the Ranger Union. Come in anytime to check records, like your number of steps walked, the number of saves, or your most-used Partner Pokémon.

Ranger Records

- No. of Steps Walked
- No. of Conversations
- Target Checked
- No. of Saves
- No. of Pokémon Rides
- No. of Quests Cleared
- Play Time
- Best Partner
- Pokémon Captured
- Abandoned Attempts (Fled)
- Poké Assists Used
- Capture Line Length (Ft.)
- No. of Loops
- Current Exp. Points

POST-ENDING CHANGES 3 More wild Pokémon appear

Every area of the Almia region is now host to Pokémon that didn't appear there before, from Flygon to Altaria to Charizard. You can even encounter Regirock, Regice, and Registeel. Capture them all and complete your Browser (see p. 154).

Take a tour around post-ending Almia and see what new Pokémon have popped up.

Geographical changes

Union Road and Vien Forest connect

A river now connects Union Road and Vien Forest. You can ride on Floatzel's back to travel from one to the other.

The Cargo Ship becomes restricted

You can now only visit a limited section of the beached Cargo Ship. Technically, this change occurs before the ending, after Mission 08.

POST-ENDING CHANGES 4 You can now take on the Capture Arena

You can now visit the Capture Arena, located on an island in the Sea of Wailord. This is a place where advanced Rangers can try their hand at capturing the toughest, most aggressive Pokémon. Once Chairperson Erma hands you your entry ticket, you're good to go (see p. 145).

1. Get your entry ticket from Erma.

2. Depart from the Haruba Village pier across the Sea of Wailord.

3. Arrive at the Capture Arena!

POST-ENDING CHANGES 5 Drowsy Guy appears in Altru Tower

You'll now find a Drowsy Guy on the roof of the Altru Building. He can give you a rematch with Darkrai via the Memory Capture. Only this time, it'll be an all-new experience, since you can use the Poké Assists of the Pokémon you have with you right now.

Talk to the Drowsy Guy and experience the pulse-pounding final battle again.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SIDEBAR 2

Uncover the Secrets of Team Dim Sun, a Shadowy Organization!

THEIR EVIL PLAN: TO DEPLOY THE INCREDIBLE MACHINE AND GAIN CONTROL OVER ALL OF ALMIA'S POKÉMON

Team Dim Sun has set their sights on Pokémon as a new resource to exploit. Their invention, the Gigaremo, can seize control of Pokémon and is throwing the populace into chaos. And it's rumored that a far more powerful Incredible Machine is under development . . .

Isaac

GENIUS RESEARCHER

Your former Ranger School classmate is now deeply involved in developing the Incredible Machine.

Kincaid

TEAM DIM SUN EXECUTIVE

In his guise as a Ranger School teacher, Kincaid recruits promising students for Team Dim Sun.

Heath, Ice, and Lavana

SINIS TRIO

These top-level members of Team Dim Sun control overwhelmingly powerful Pokémon.

Team Dim Sun Minion

As soon as they see a Pokémon Ranger, these henchmen unleash their Pokémon and attack.

Team Dim Sun Admin

Admins have more powerful Pokémon at their disposal.

????-????

TEAM DIM SUN PRESIDENT

A figure cloaked in mystery. All that's known is that the President is creating the Incredible Machine in order to dominate Almia.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Quest Clear Guide

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 01 Calm Down Miltank

PREREQUISITE: Clear Mission 02, "Investigate the Marine Cave!"

Location • Vientown
Client • Little Tim

I got asked to do the milking. I surely would, even though I'm deathly a-scared of Pokémon, but our Miltank's gone all feisty on me...Can you go to my farm and calm down my Miltank?

Trade places with Little Tim and soothe the Miltank

Little Tim of Vientown is an awful hand with Pokémon, but Big Bertha has asked him to go milk the Miltank. Miltank must be able to smell fear, because they start acting up as soon as he steps onto the farm. Swap places with Little Tim and capture the Miltank to calm them down.

REWARD Grass Defense Power-up added to your Capture Styler

Poor Little Tim is at the end of his rope. He's waiting for you at the Vientown Ranger Base.

The Miltank are misbehaving at Little Tim's farm in Vientown. Hurry on over and capture them.

QUEST 02 Under the Bridge

PREREQUISITE: Clear Mission 02, "Investigate the Marine Cave!," and Quest 01

Location • Chicole Village
Client • Little girl

Do you know the bridge near the School? Well, I heard strange cries from under it! It'd be awful if it were a ghost! Can a Ranger go investigate?

Investigate the mystery of the strange voice under the bridge

In Chicole Village, a girl tells you she heard a strange voice coming from under the bridge to the Ranger School. Her friends said it was a ghost, and now the girl is terrified. Make your way to the bridge; as you approach, a wild Floatzel will emerge from the river. The strange voice was Floatzel's cry. Case closed!

REWARD Water Defense Power-up added to your Capture Styler

In Chicole Village, the girl who heard the voice is standing in front of the house to the northeast.

Floatzel appears in front of the girl, and her friends apologize for frightening her.

QUEST 03 Is Combee Okay?

PREREQUISITE: Clear Mission 03, "Fight the Vien Forest Fire!"

Location • Vientown
Client • Old lady

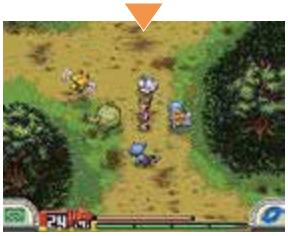
After that awful forest fire, the cute Combee haven't come around. It would reassure me so if you would let me see an adorable Combee again.

Bring the old lady a Combee

There's an old lady in Vientown who adores Combee. But she's sad because they haven't been around since the forest fire. This is a job for a Pokémon Ranger! Go visit Vien Forest, still scarred from the fire. There's a Combee near the entrance (p. 44), so it shouldn't take long to find one. Capture it and bring it to the old lady.

REWARD Electric Defense Power-up added to your Capture Styler

The old lady who loves Combee is standing near the Ranger Base.



You'll find Combee buzzing around in the charred part of the forest. Capture it as soon as you see it.

QUEST 04 Clear Some Fallen Logs

PREREQUISITE: Clear Mission 03, "Fight the Vien Forest Fire!"

Location • Vientown
Client • Mr. Woodward

I'd appreciate it if someone could clear away some fallen logs in Vien Forest. They're blocking paths, much to the annoyance and inconvenience of all. There were two, if I recall correctly.

Destroy two Fallen Logs

Mr. Woodward, a well-known face in Vientown, asks you to clear away the two Fallen Logs in Vien Forest. Out of all the Pokémon in Vien Forest, Roselia (p. 56) is the one you'll need for the task. Capture two of them, then find each Fallen Log and use the Roselia to clear it away. Your Quest is over once you report back to Mr. Woodward.

REWARD Long Line Power-up added to your Capture Styler

Mr. Woodward is in his house in Vientown. Talk to him and then head to Vien Forest.

One of the logs is at the base of the river bridge.

The second one is west of the forest entrance.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 05 Strange Crates Washed Ashore

PREREQUISITE
Clear Mission 03, "Fight the Vien Forest Fire!"

Location • Vientown
Client • Boy

Big wooden crates have been washing ashore at Nabiki Beach lately. Can Rangers help do something about them if they find any on the beach?

Use Bidoof to destroy the Crates polluting the beach

Some Crates have washed up onto Nabiki Beach, and a boy in Vientown is upset about the environmental damage. They're an eyesore, too. You can use Bidoof, found on the road from Vientown to Nabiki Beach, to clear the Crates. You'll find the Crates right away down at the shoreline. Use Bidoof to destroy them.

REWARD Normal Defense Power-up added to your Capture Styler

The boy upset by the Crates washing ashore is standing northwest of the Ranger Base.

Bidoof is a good choice to destroy the Crates. You'll find it on the road from Vientown to Nabiki Beach.

QUEST 06 Clear the Crates!

PREREQUISITE
Clear Mission 04, "Destroy the Strange Machines!"

Location • Vien Forest
Client • Man

Some sketchy characters ditched a bunch of wooden crates in the forest near here. I broke most of them up except for two. But now, I'm plain worn out. Can you take over for me?

Crush the abandoned Crates in Vien Forest

A man standing on the path through Vien Forest says he's been breaking up the Crates left behind by a strange bunch of people. But now the man is tired out—could you finish up the last two Crates for him? You'll find the Crates near a staircase east of the man. Further east is a Happiny you can use to crush the Crates. Go through the process twice, then report back to the man to finish the Quest.

REWARD Bug Defense Power-up added to your Capture Styler.

You'll run into the man on the forest path near Pueltown.

The first Crate is near the stairs.

The second Crate is also near the stairs.

QUEST 07 Breeze Hill Sign Recovery

PREREQUISITE
Clear Mission 04, "Destroy the Strange Machines!," and open the Partner Farm

Location • Vientown
Client • Webster

A falling rock flattened the sign for Breeze Hill. I'm hoping to fix the sign, but that giant rock is hopelessly in the way. Can you do something about it?

Use the Nosepass from the Marine Cave to destroy the Rock

Webster of Vientown is in a bind! Falling rocks have smashed into the Breeze Hill sign, but he can't do anything about it with the Rock in the way. The Pokémon for this job is Nosepass, found in the Marine Cave (p. 38). Capture it and take it back to Breeze Hill. Find the Rock blocking the stairs going up Breeze Hill, and use Nosepass to Crush it.

REWARD Dark Defense Power-up added to your Capture Styler

You find Webster in front of a residence in Vientown, troubled by the destruction of a sign by a rockfall.

Nosepass is in the farthest room in the Marine Cave.

Use Nosepass to clear away the Rock.

QUEST 08 Please Save Cranidos

PREREQUISITE
Clear Mission 04, "Destroy the Strange Machines!," and open the Partner Farm

Location • Vien Forest
Client • Young man

Earlier, I saw a Cranidos being chased by a Wartortle in Vien Forest. I felt sorry seeing the Cranidos run. Can you go rescue it?

Capture the Cranidos being chased by a Wartortle

Near Vien Forest's entrance is a young man worried about a Cranidos he saw being chased by a Wartortle. He asks you to help Cranidos, so capture both Pokémon to clear the Quest. Follow the path north, then west, then south. At the end, you'll find the Pokémon in question. Capture both of them, and Cranidos becomes a new Partner Pokémon.

REWARD Cranidos becomes a Partner Pokémon

On the forest path near Vientown, a young man says he saw a Wartortle chasing a Cranidos.

Wartortle is chasing Cranidos in circles around a tree. Approach and you can capture them simultaneously on the same capture screen.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 09 Eevee for Marital Bliss

PREREQUISITE: Clear Mission 05, "Recover a Key from Sharpedo!," and have a conference at the Ranger Union

Location • Pueltown
Client • Old man

Our Eevee has gone missing. Can someone fetch it for us? I'm not sure if this is a useful hint or not, but our Eevee likes the sea breeze.

Go to the Pueltown docks to find a lost Eevee

Near Pueltown's Ranger Depot is an old man with a volatile marriage. He's worried because he's lost his wife's Eevee. He doesn't know where it's gone, but he does know that it likes the sea breeze. Go east from the Ranger Depot to Puel Harbor, and you'll find Eevee right away. Capture it and return it to the old man.

REWARD Steel Defense Power-up added to your Capture Styler

The old man near the Ranger Depot is worried about a lost Eevee.

Eevee is walking around the Pueltown docks. Capture it and bring it back to the old man.

QUEST 10 Go Talk to My Mom

PREREQUISITE: Clear Mission 05, "Recover a Key from Sharpedo!," and have a conference at the Ranger Union

Location • Altru Park
Client • Brook

Hey, while you're out on patrol, can you drop in on my dear old mom for a friendly visit? She could use the company. My house is in Pueltown. Look for the fountain in front, okay?

Chat with Brook's mother

Brook's job is to raise and lower the bridge at Pueltown. His mother is all alone in the house while Brook's at work. So Brook asks you to keep her company for a bit—for once, a simple assignment. Brook's house is east of the Ranger Depot, up the first set of stairs and behind the water fountain. Just talk to the lady and listen to what she has to say.

REWARD Flying Defense Power-up added to your Capture Styler

Brook works just north of Pueltown, at the foot of the bridge to Altru Park.

To get to Brook's house, go east from the Ranger Depot, then up the first set of stairs.

QUEST 11 The Boy Who Cried Lumineon

PREREQUISITE: Clear Mission 05, "Recover a Key from Sharpedo!," and have a conference at the Ranger Union

Location • Pueltown
Client • Fisher boy

I caught a Lumineon, but no one believes me. Can someone take a boat out to Puel Sea and prove that Lumineon live there? If you capture one, its data will be recorded, so that will do as proof!

Prove that there was a Lumineon

The fisher boy on the Pueltown docks says he caught a Lumineon, but the other fishermen nearby insist that they've never seen one in the area. Capt. Puel asks you to go out on the Puel Sea and find Lumineon. It can be found in the sea, near the rapid currents (p. 49). Capture it, return to the pier, and talk to the fisher boy.

REWARD Rock Defense Power-up added to your Capture Styler

The boy at the far end of the Pueltown docks pier says he hooked a Lumineon this morning. The other fishermen beg to differ.

Lumineon is in the same area as the Sharpedo in Mission 05, "Retrieve a Key from Sharpedo!"

QUEST 12 Nosepass! Must Have Nosepass!

PREREQUISITE: Clear Mission 06, "Seek the Origin of the Quake!," and learn to ride Doduo

Location • Pueltown
Client • Man

What is it, you ask? The answer is Nosepass! It's Nosepass above all! Nothing else will do! Deprive me of my food, but not Nosepass! I can't tell you why now, but, please, bring me a Nosepass!

Capture the Nosepass in the Marine Cave

A man on the west side of Pueltown really wants you to bring him a Nosepass, for some reason that he won't name. He seems really set on this, so you might as well go to the Marine Cave and capture one. You'll find it in the back of the cave. Capture it and bring it back, and you'll make him the happiest man in the world. But one of Team Dim Sun's Minions then lectures the man for being selfish.

REWARD Ground Guard Power-up added to your Capture Styler

The man is in front of the residence at the top of the stairs to the west of the Ranger Depot.

Nosepass is in the last room of the Marine Cave. If you've already cleared Quest 07, you should know where you're going.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 13 Oddish Research

PREREQUISITE: Clear Mission 06, "Seek the Origin of the Quake!" and learn to ride Doduo

Location • Altru Park
Client • Herbert

We need an Oddish for research purposes. We've had no success finding one, however. Is it possible for you to bring one in?

Target Clear the camouflaged Oddish

In Altru Park, Herbert asks you to bring him an Oddish for his research. You can find one disguised as a Strange Weed on Union Road (p. 53). Capture an Aipom on Union Road and use it on the Strange Weed; it will root out Oddish so you can capture it. Then bring it to Herbert.

REWARD Fire Guard Power-up added to your Capture Styler

Herbert is north of the bridge between Pueltown and Altru Park, looking for an Oddish.

Aipom can help you with Oddish's camouflage.

Use Aipom's Field Move on the Strange Weed.

QUEST 14 Who Ate My Lunch!?

PREREQUISITE: Clear Mission 06, "Seek the Origin of the Quake!" and learn to ride Doduo

Location • Vien Forest
Client • Man

A Pokémon grabbed my lunch and hightailed it. It went off to the west (⟵) of Vien Forest. The Pokémon had two tails that ended in what I took to be hands. Can you find it and bring it to me?

Capture Ambipom and bring it to the man

A sad man is standing in the heart of Vien Forest—a two-tailed Pokémon stole his lunch. Of course, he's talking about Ambipom. Go west to find Ambipom. Chase it and capture it, and bring it safely back to the man.

REWARD Power Plus Power-up added to your Capture Styler

Ambipom stole a lunch from the man standing in the middle of Vien Forest, near the Combee and Wartortle.

Ambipom is to the man's west. It hasn't gotten far, so you should find it quickly.

QUEST 15 Please Save Turtwig

PREREQUISITE: Clear Mission 06, "Seek the Origin of the Quake!" and learn to ride Doduo

Location • Chicole Village
Client • Young boy

Hey, I went to Breeze Hill. There was this Turtwig at the edge of a cliff. It sure looked like it was in trouble. Go help that Turtwig.

Find a Turtwig in trouble on Breeze Hill

A young boy standing in front of a house in Chicole Village tells you about a Turtwig in trouble at Breeze Hill. Hurry over to Breeze Hill (p. 28), where you'll see a Turtwig about to fall off a cliff. Get closer and, when your view switches to the Capture screen, make tight loops around Turtwig to rescue it. Once you clear the Quest, Turtwig becomes a new Partner Pokémon.

REWARD Turtwig becomes a Partner Pokémon

The boy who saw Turtwig is in front of a house in northeastern Chicole Village.

Climb Breeze Hill to find a Turtwig in imminent danger of falling. Approach and capture it to rescue it.

QUEST 16 Cherrim, Cherrim, Come to Us ♪

PREREQUISITE: Become Top Ranger and learn to ride Staraptor

Location • Union Road
Client • Nectar sisters

Bring us a Cherrim.♪Pretty please?♪
Real ones should be on a cliff.♪
Yes, high up on Peril Cliffs.♪
That's where ♪they are.♪

Capture Cherrim at the Peril Cliffs

Follow Union Road east until you come to a lakeshore, where you'll meet the Nectar sisters. The younger one, Nectar Victoria, mistakenly insists that Budew is a Cherrim. But the older one, Nectar Vanessa, tells her that there's a real Cherrim on top of Peril Cliffs. Victoria asks you to bring it to them. You'll find it on a small ledge on Peril Cliffs (p. 54). Capture it and bring it back to the sisters.

REWARD Ghost Defense Power-up added to your Capture Styler

The Nectar sisters are next to the lake on east Union Road, quarreling about what Cherrim looks like.

If you haven't already captured Cherrim in Mission 06, you'll have to cut down the Vine to get Cherrim.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 17 That Smell of Muk...

PREREQUISITE: Become Top Ranger and learn to ride Staraptor

Location • Boyleland
Client • Oscar

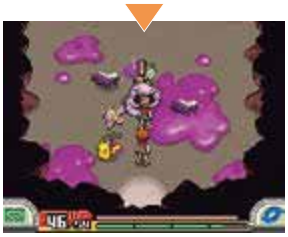
I'm a collector of exquisite fragrances. I have long sought the effervescent aroma of Muk to no avail. I have it on good authority that one was seen in a cave in Boyle Volcano. I must have its aroma! You must capture it!

Capture Muk for a scent collector

Explorer Oscar is a collector of scents, wandering the world in search of foul odors. He tells you that he's been looking for a Muk, and he's heard there's one in the Boyleland volcano. Go find a Muk to satisfy his obsession; you'll find Muk in the last room on the volcano's west side (p. 64). Capture it and bring it back.

REWARD: Poison Guard Power-up added to your Capture Styler

Oscar is north of Boyleland and in front of the volcano's west entrance, just waiting for a Pokémon Ranger to come along.



Use Drifloon to get to the end of the cave, then go into the hole and you'll find Muk.

QUEST 18 Light the Leaves

PREREQUISITE: Become Top Ranger and learn to ride Staraptor

Location • Ranger School
Client • Janice

I hurt my back while raking the leaves in the school yard. The leaves are gathered in three piles. Can I get you to set fire to them?

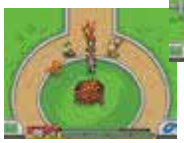
Burn Fallen Leaves for Janice

Visit the old Ranger School, and housekeeper Janice tells you she hurt her back while tending the grounds. There are three leaf piles left to burn, and she could use your help. Capture the Charmander on campus and Burn each leaf pile, one by one.

REWARD: Time Assist Power-up added to your Capture Styler

Janice is on the second floor of the main Ranger School building. Go upstairs and talk to her.

The first pile of Fallen Leaves is in the center of campus.



The second pile is in the southwest corner of campus.

The third pile is in the northeast campus, up the stairs.

QUEST 19 Team Dim Sun's Appetite

PREREQUISITE: Become Top Ranger and learn to ride Staraptor

Location • Boyleland
Client • Elder's granddaughter

That man all by himself in the hidden harbor... He's actually a member of Team Dim Sun. But I feel sorry for him being out there alone. Can you go look in on him?

Check on a Team Dim Sun member left behind

The Boyleland elder's granddaughter is worried about a Team Dim Sun Minion left behind in Hidden Harbor. If you take up her request, to reach Hidden Harbor you'll first have to cross the entire west side of Volcano Cave (p. 64). Capture a couple of Stunky along the way to clear away two Crates blocking the path. When you find the Minion, capture the Charmander he sends out.

REWARD: Recovery Power-up added to your Capture Styler

The elder's granddaughter says that the minion was ordered to stay behind and tend to Hidden Harbor all by himself.

Use Stunky to destroy the two Crates.

Capture the Charmander that the Minion sends out.

QUEST 20 What Reporter Hans Forgot

PREREQUISITE: Become Top Ranger and learn to ride Staraptor

Location • Chicole Village
Client • Father

A newspaper reporter named Hans came by the house earlier. He left his pen behind. I'd like you to return it to him. He said he's going to Altru next for his story.

Catch up with Hans in Altru Park and give him back his pen

Visit Chicole Village and talk to your father, who makes a request of his own. He was just visited by Hans, a reporter gathering facts for a newspaper article, and Hans left his favorite pen behind. Hans was going to Altru next, so your dad wants you to catch up with him and return the pen. You'll find Hans in Altru Park, and you can get there in no time by using Staraptor. Give Hans the pen and then report back to your father.

REWARD: Psychic Defense Power-up added to your Capture Styler

Your father is on Partner Farm, worried about the pen that Reporter Hans left behind.

Go to Altru Park and you'll find Hans at the Altru Building entrance, about to start taking notes. Give him the pen.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 21 Please Save Shieldon

PREREQUISITE: Become Top Ranger and learn to ride Staraptor

Location • Union Road
Client • Young boy

That poor Shieldon got stuck on Peril Cliffs while trying to get down. Please, Ranger, you have to help that little Shieldon out!

Save the Shieldon stuck on the Peril Cliffs

On east Union Road, a boy talks to you while looking at the Peril Cliffs. He says there's a Shieldon that sometimes gets stuck on the cliffs and can't get down. You're asked to help Shieldon, so make your way up the Peril Cliffs and you'll find Shieldon standing on a small ledge (p. 54). Approach and capture it, and it becomes a new Partner Pokémon.

REWARD Shieldon becomes a Partner Pokémon

The boy who's concerned about Shieldon is on east Union Road, in front of the Nectar sisters.

Shieldon is on a small ledge in the Peril Cliffs. Cut down a Vine to get closer, then jump down to the ledge and capture Shieldon.

QUEST 22 Dim... Sun... Come Back...

PREREQUISITE: Clear Mission 09, "Support Sven at the Ruins!" and have Erma put you on patrol

Location • Pueltown
Client • Young lady

My two, squat, dark, and handsome darlings have left me for life on the streets! They're running wild and cavorting in Pueltown, so please, reel them in back to Mama! Oh, my darlings Dim and Sun are Murkrow!

Capture and return two escaped Murkrow

There's a young lady living in Pueltown who has a pair of Murkrow named Dim and Sun. Now the Murkrow have escaped and the girl is sad, so take up her search. The first Murkrow is on the roof of the blue skyscraper on Pueltown's west side. The second one is in front of Melody's house, on the east side of town. Capture both of them and bring them back to the girl.

REWARD Ice Defense Power-up added to your Capture Styler

The girl is on the bridge west of the Ranger Depot, up the stairs, straight ahead, and then east.

The first Murkrow is on the roof of the blue skyscraper on the west side of town.

The second one is walking in front of Melody's house on the east side of town.

QUEST 23 Apologies to Vespiquen

PREREQUISITE: Clear Mission 09, "Support Sven at the Ruins!" and have Erma put you on patrol

Location • Union Road
Client • Jam-maker

On the road to the Chroma Highlands, a Vespiquen and her sidekicks are buzzing around out of control. It's all my fault. I made them furious. Sorry, but can you go settle them down?

Capture and soothe an irate Vespiquen

The Jam-maker says he's in trouble because he's stirred up a Vespiquen and her Combee. It's probably because he accidentally stepped on their nest while he was out gathering berries for jam. You'll find the Vespiquen in the Chroma Highlands (p. 73). Fly there directly on Staraptor, then capture Vespiquen to calm her rage.

REWARD Energy Plus Power-up added to your Capture Styler

The Jam-maker is in the cabin south and east of the Ranger Union.

Vespiquen appears in the Chroma Highlands once you accept the Quest. Chase and capture her.

QUEST 24 Please Save Chimchar

PREREQUISITE: Clear Mission 09, "Support Sven at the Ruins!" and have Erma put you on patrol

Location • Chroma Road
Client • Explorer

Near the Chroma Ruins, there's this Chimchar. It's tormented by these Beedrill that chase it around. Can you see about helping that Chimchar out?

Capture the Chimchar being chased by Beedrill

According to an explorer in the Chroma Road, Beedrill sometimes chase a Chimchar around the Chroma Ruins. Accept his request to save Chimchar, then head for the Chroma Highlands. As soon as you find Chimchar, two Beedrill will sweep in and attack; all three Pokémon will appear on the same Capture screen, so be careful. Once your Capture succeeds, Chimchar becomes a Partner Pokémon.

REWARD Chimchar becomes a Partner Pokémon

The explorer is to the side of the cabin on Chroma Road, as you emerge from the Chroma Road.

The chase is on! You'll take on all three Pokémon at once—circle them one by one to clear them out.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 25 Lonely Chingling

PREREQUISITE: Acquire the Blue Gem in Mission 10, "Get the Blue Gem!"

Location • Pueltown
Client • Lady

Our family Chingling spent all its time alone. Eventually, she even forgot how to cry. I would like her to meet a friend. I've heard there is a Chingling living deep in Crysta Cave, which leads to Hia Valley.

Capture and bring back a Chingling from across the river

There's a lady in Pueltown who lives with her Chingling. It's the only one she has, and without others it's forgotten how to make Chingling noises. Chingling is deeply upset about it. Accept the lady's request and go get another Chingling—you'll find it in the back of Crysta Cave (p. 80). Use Floatzel to cross the river so you can capture Chingling, then bring Chingling back to the lady.

REWARD Dragon Defense Power-up added to your Capture Styler

The woman and her Chingling are up the stairs to the west of the Ranger Depot.

Chingling is in the back of Crysta Cave. Use Floatzel's River Flow to go east along the river near the center of the cave.

QUEST 26 Abomasnow Research

PREREQUISITE: Acquire the Blue Gem in Mission 10, "Get the Blue Gem!" and clear Quest 13

Location • Shiver Camp
Client • Herbert

I came to Hia Valley on orders from Prof. Hastings to study Abomasnow up close. May I ask you to bring one here?

Capture and bring back a camouflaged Abomasnow

Herbert is in Shiver Camp, having been assigned to research Abomasnow. But there aren't any nearby, so he asks you to bring one to him. Abomasnow is in front of Almia Castle (p. 81), camouflaged as Solid Snow. Take a Piloswine from Hia Valley and have it Tackle the Solid Snow to reveal Abomasnow. Capture Abomasnow and take it to Herbert.

REWARD Fighting Defense Power-up added to your Capture Styler

Herbert works at Shiver Camp. He's always outdoors, maybe because he's busy observing nature.

Abomasnow is hiding, so you can't see it right away. First you'll need Piloswine to use Tackle.

QUEST 27 Melt the Ice!

PREREQUISITE: Acquire the Blue Gem in Mission 10, "Get the Blue Gem!"

Location • Shiver Camp
Client • Pamur

Crysta Cave can be one dangerous place. Huge chunks of ice crumble and come crashing down every so often. This time around, there are three big blocks of ice in the way. Can you deal with them?

Melt the three ice chunks in Crysta Cave

In Shiver Camp, Pamur tells you about dangerous crumbling ice in Crysta Cave. Accept his request to go melt three big chunks of ice. First, get a Growlithe from Pueltown and two Rapidash from the Chroma Highlands. Then, take them back to Shiver Camp and melt the Solid Ice beyond the Crysta Cave exit. Melt all three blocks and report back to Pamur.

REWARD Water Defense Power-up added to your Capture Styler

Murph's father, Pamur, is in Shiver Camp, in the building above the Ranger Depot.

The first block is in the area with Floatzel and Golbat.

The second one is near a Sealeo.

The third one has fallen just north of a long, narrow bridge.

QUEST 28 Please Save Piplup

PREREQUISITE: Acquire the Blue Gem in Mission 10, "Get the Blue Gem!"

Location • Hia Valley
Client • Investigator

A while ago, I saw a Piplup being chased around the snowy fields of Hia Valley by a Houndoom. A Ranger could save the little guy, yes?

Save Piplup from being chased by Houndoom

A Hia Valley explorer says he was on the tundra when he saw Houndoom chasing Piplup around. He asks you to save Piplup. The two Pokémon are at the southern tip of Hia Valley. Pursue them and you'll see both Pokémon on the Capture screen at once. Capture Houndoom immediately, because it has some powerful attacks. After you're done, Piplup becomes a Partner Pokémon.

REWARD Piplup becomes a Partner Pokémon

The explorer is at the northern tip of Hia Valley, near the entrance to the Ice Lake.

Houndoom is chasing Piplup around a snow-covered tree. Approach them to switch to the Capture screen.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 29 Drifblim's Moving Service

PREREQUISITE: Acquire the Red Gem in Mission 11, "Get the Red Gem!"

Location • Pueltown
Client • Old man

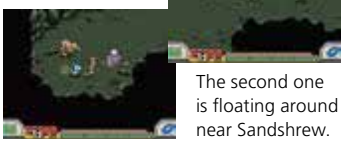
All the times I've moved, I've always had some Drifblim do all the heavy lifting. But this time, I forgot about asking them! Please, could you return with some Drifblim? Three would be dandy!

Capture three Drifblim and use Teleport to leave

An old man in Pueltown forgot to ask for some Drifblim to help him move. Now he asks you to catch him three Drifblim. Fly to the Chroma Ruins (p. 72) on Staraptor and capture three Drifblim and a Kirlia. Then use Kirlia's Teleport to go outside and return to the old man.

REWARD: Power Plus Power-up added to your Capture Styler

The old man is in Pueltown, across from the first staircase east of the Ranger Depot.



The first Drifblim is near where you find Pikachu.

The third one is between Pikachu and Kirlia.

The second one is floating around near Sandshrew.

QUEST 30 Secure the Hidden Harbor

PREREQUISITE: Acquire the Red Gem in Mission 11, "Get the Red Gem!" and clear Quest 19

Location • Boyleland
Client • Fisherman

There's this excellent, out-of-the-way fishing spot deep inside of Boyle Volcano. But now, I can't get to it because two walls of fire have blocked the path there. It'd be great if you'd put them out.

Extinguish both Fiery Walls and open a path to the fishing spot

A Boyleland fisherman tells you about Fiery Walls in two spots along the passageways in the Volcano Cave. They're keeping the fisherman from reaching the secret fishing spot in the back of the cave, so he needs you to put out the flames. First, enter Volcano Cave on the east side and capture two Pelipper. Then, enter the west side of the cave and use Drifloon's Airlift to proceed to the hidden harbor. Use Pelipper's Soak to douse the Fiery Walls along the way.

REWARD: Fire Defense Power-up added to your Capture Styler

The Boyleland fisherman is inside the elder's house in the southwest village.

The first Fiery Wall is blocking this tunnel.

The second one is in the tunnel that leads to the hidden harbor.

QUEST 31 Thaw the Frozen Door

PREREQUISITE: Acquire the Red Gem in Mission 11, "Get the Red Gem!"

Location • Hia Valley
Client • Investigator

The dome hut on the west (⟵) side of Shiver Camp has a problem. A lump of ice formed in front of its door. It's impossible to open it. Can you open it for us?

Melt the ice obstructing the door in Shiver Camp

A Hia Valley explorer asks you to do something about a frozen door that can't be opened. It's in one of the Shiver Camp buildings, and to open it you'll need a Level 2 Burn Field Move to melt the Ice Block. Your best option is to get the Growlithe near the entrance to Pueltown. When you're done, go talk to the explorer.

REWARD: Normal Guard Power-up added to your Capture Styler

The troubled explorer is west, then north, in the camp. Look for the yellow parka.

Capture Growlithe and clear the Ice Block in front of the domed house at the camp's western edge.

QUEST 32 Snover's Mysterious Presence

PREREQUISITE: Acquire the Red Gem in Mission 11, "Get the Red Gem!"

Location • Boyle Volcano
Client • Explorer

It's hard to believe, but I saw a Snover in Volcano Cave, toward the east side. I don't think anyone can get to it on foot, but a Ranger can, right? It appeared to be suffering from the heat...

Rescue a lost Snover

An explorer in the west side of the Volcano Cave asks you to help a lost Snover. Head for the cave's east side; when you enter, you'll spot Snover wandering around right in front of you—on a one-way ledge (p. 91). Use Torkoal to enter the magma and go north, west, and then south to reach the one-way ledge. Capture Snover and it becomes a Partner Pokémon.

REWARD: Snover becomes a Partner Pokémon

The explorer who saw Snover is in the Volcano Cave's west side, immediately visible from the entrance area.

Get to the top of the one-way ledge, and you'll automatically approach Snover to initiate capture. If you succeed, you'll clear the Quest right then and there.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 33 Cacturne Research

PREREQUISITE: Talk to the explorer on the way to Hippowdon Temple in Mission 14, "Get the Yellow Gem!," and clear Quest 26

Location • Haruba Village
Client • Herbert

This time, it's Cacturne I'm after. They are purportedly in the desert, but they've thus far eluded my eye. May I ask you to bring one here?

Bring Herbert a Cacturne for his research

After you clear Quest 26, Herbert appears in Haruba Village, asking you to bring him a Cacturne. You'll find Cacturne on a plateau in the Haruba Desert. It resembles a Strange Cactus, but drops its disguise once you get close—there's no need for a Target Clear. Once you capture Cacturne, go and talk to Herbert. He'll take it with him, completing the Quest.

REWARD: Grass Defense Power-up added to your Capture Styler

This is Herbert's last Pokémon-fetching request. He's standing in the southwest of Haruba Village, near the bog.

If you haven't already been here to capture Cacturne in Mission 14, use Fearow to cut down the Vine so you can reach Cacturne on the plateau.

QUEST 34 Unidentified Fleeing Omastar

PREREQUISITE: Talk to the explorer on the way to Hippowdon Temple in Mission 14, "Get the Yellow Gem!," and clear Quest 11

Location • Pueltown
Client • Fisherman

What I'm asking you to do is take a boat out to the Sea of Wailord, take a dive, and check that there really is an Omastar down there. When you capture it, you'll get its data. That'll do nicely as evidence!

Find Omastar under the Sea of Wailord

The argumentative fisher boy from Quest 11 is having trouble again. This time, a fisherman says he hooked an Omastar, but the fisher boy doesn't believe him. Get a trip with Capt. Wail to the Sea of Wailord and look for Omastar. On the screen, you'll find Omastar behind an obstructing Boulder (p. 96). Capture it, return to the Pueltown docks, and talk to the fisherman.

REWARD: Latent Power Power-up added to your Capture Styler

The pair are arguing about Omastar on the end of the Pueltown docks. Talk to the fisherman and accept his Quest.

Omastar is behind the Boulder. The currents flow is one-way, so use Mantine to cross the deep water and take the long way around.

QUEST 35 Mischievous Sneasel

PREREQUISITE: Talk to the explorer on the way to Hippowdon Temple in Mission 14, "Get the Yellow Gem!"

Location • Hia Valley
Client • Mrs. Winter

A Sneasel is causing much mischief on the second floor of Almia Castle. It's a nuisance. Please do something about this mischievous Sneasel.

Capture the Sneasel tearing around Almia Castle

Mrs. Winter of Hia Valley asks you to do something about the Sneasel prankster on the second floor of Almia Castle. Go inside the castle at once, then east from the room with the big dining table. Sneasel is past the room with a floor pierced by stalactites (p. 82). Sneasel comes bounding at you as soon as you enter; capture it and it becomes a Partner Pokémon.

REWARD: Sneasel becomes a Partner Pokémon

From Shiver Camp, go to Hia Valley and head west, then north to get to Mrs. Winter's house. Go inside and talk to her.

To find Sneasel, take the same route as you did in Mission 10 when you were looking for Ninetales. Capture it and the Quest is complete.

QUEST 36 Misdreavus Mischief Mystery

PREREQUISITE: Talk to the explorer on the way to Hippowdon Temple in Mission 14, "Get the Yellow Gem!"

Location • Chroma Highlands
Client • Explorer

I'm having a real problem with a Misdreavus. It's been disturbing me while I'm exploring the many chambers in the Chroma Ruins. It likes to sneak up and startle me for fun. Can anyone help me with this?

Capture a Misdreavus that's scaring people for fun

At the entrance to the Chroma Ruins, an explorer asks you to deal with a Misdreavus that's hampering his expedition. Go down into the ruins and find the chamber where Misdreavus is (p. 72). Misdreavus disappears as soon as you enter, but don't worry, just head back toward the chamber exit. Misdreavus reappears and approaches you. Capture it and it becomes a Partner Pokémon.

REWARD: Misdreavus becomes a Partner Pokémon

Fly Staraptor to the Chroma Ruins. You can enter the ruins right in front of the beleaguered explorer.

Misdreavus is in the room south, east, and then north of the entrance. This was originally the room that Electabuzz was in.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 37 Smell of Skuntank and Weezing

PREREQUISITE: Clear Mission 14, "Get the Yellow Gem!," confer at the Ranger Union, and clear Quest 17

Location • Haruba Village
Client • Oscar

So, you may ask yourself, "What is missing from Oscar's vast collection of fragrances?" Why, none ther than Weezing and Skuntank! I implore you to bring them back to me. Both together, naturally!

Bring back two odorous Pokémon: Weezing and Skuntank

This is the second request from Oscar, for whom you procured eau de Muk in Quest 17. This time, he's after Weezing and Skuntank. Weezing is in Almia Castle, to the right of the room with the big dining table (p. 82). Skuntank is in Isaac's lab at the Oil Field Hideout (p. 100). Capture each one and then, with both of them in tow, go talk to Oscar.

REWARD: Dark Defense Power-up added to your Capture Styler

Oscar is at the top of the stairs to the left of the Ranger Depot—but only if you've cleared Quest 17.

Go through Almia Castle and capture Weezing.

Capture Skuntank in the Oil Field Hideout.

QUEST 38 Capture Gigaremo Units?

PREREQUISITE: Clear Mission 14, "Get the Yellow Gem!," and confer at the Ranger Union

Location • Haruba Village
Client • Henry

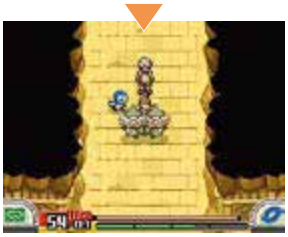
I was in Hippowdon Temple when I saw them! They must be the latest model of Gigaremo! And, wonder of wonders, they were moving about on their own power! Isn't this where you come in?

Capture the Pokémon that looks like a Gigaremo

Henry, the guy who mistook a Gigaremo for an espresso maker, says he saw a Gigaremo moving around inside Hippowdon Temple. Hurry to the temple and go through the room with the Springy Grass (p. 106). Once you reach a hallway with Claydol in it, Oscar appears and says they're the late-model Gigaremo he saw. Looks like he messed up again; go capture the two attacking Claydol.

REWARD: Ghost Defense Power-up added to your Capture Styler

Henry has some surprising news: he saw a mobile Gigaremo. You can find Oscar in the center of Haruba Village.



The Claydol both attack at once. Try to loop them together between attacks.

QUEST 39 My Precious Fishing Rod

PREREQUISITE: Clear Mission 14, "Get the Yellow Gem!," and confer at the Ranger Union

Location • Pueltown
Client • Fisherman

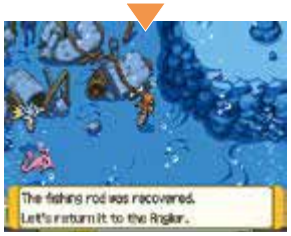
I took a boat out and went fishing in the Sea of Wailord. I hooked something big. The fact is, it was so big, it took off with my fishing rod and all! That rod's precious to me. Find it, please!

Dive into the Sea of Wailord and find a fishing rod

In the tavern at the Pueltown docks, the fisherman tells you he accidentally dropped his fishing rod, a treasured keepsake, into the Sea of Wailord. Get a ride from Capt. Wail out to the Sea of Wailord and look for the rod. From your dive point, go south and then west, where'll you catch a ride on the current (p. 96). Once you have the fishing rod, return to the Pueltown docks and talk to the fisherman.

REWARD: Psychic Guard Power-up added to your Capture Styler

The fisherman in the tavern says that his fishing rod was no simple rod; it had a specially crafted lure made by Mr. Woodward. He's anguished at the loss.



You'll find the fishing rod in the same spot where the two Traps were in Mission 12, "Rescue Wailord!"

QUEST 40 Elaine's Favorite

PREREQUISITE: Clear Mission 14, "Get the Yellow Gem!," and confer at the Ranger Union

Location • Vientown
Client • Ollie

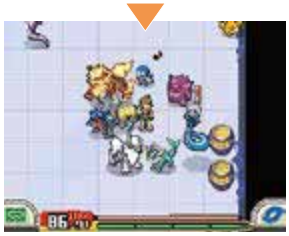
I want to show Elaine her favorite kind of Pokémon up close. That's why I'd like you to bring back a Dragonair for her. They say there's one in Almia Castle.

Bring back a Dragonair for Ollie

Ollie, who's in Vientown now, asks you to bring him Dragonair, Elaine's favorite Pokémon. Once you accept the Quest, Dragonair appears in Almia Castle. Go inside and past the door where the Ice Block used to be. Dragonair is beneath the spot formerly occupied by the Sealed Door (p. 83). Capture it and bring it back to Ollie.

REWARD: Combo Bonus Power-up added to your Capture Styler

Ollie is to the left of the Vientown Ranger Base. He's been racking his brains for ways to please Elaine.



Dragonair is in a room in the deepest, farthest part of Almia Castle. Consult pp. 82-83 as you go.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Take On New Post-ending Quests

New Quests proliferate after the game's ending

After you complete the game, you'll find there's a cornucopia of new Quests available. Many of the assignments are a step up in difficulty, and some involve fetching multiple Pokémon. Travel far and wide through the Almia region to solve people's problems one by one. There's a special event if you clear all the Quests.

QUEST 41 Murph's Ranger Contest

Talk to Murph in the leftmost room of the Ranger Union's second floor and accept his Quest. Check the hints on page 155 and bring back all seven Pokémon.

Location • Ranger Union
Client • Murph

REWARD Time Assist Power-up

So, this is my contest, and the theme is Eevee! The seven evolutions of Eevee are Vaporeon, Jolteon, Flareon, Espeon, Umbreon, Leafeon, and Glaceon. Gotta capture 'em all and bring 'em to me!

QUEST 42 Roserade Red, Roserade Blue?

On the Ranger Union's third floor, talk to Rhythmi in front of the escalator to the roof, and accept her Quest. Then find and capture Roserade.

Location • Ranger Union
Client • Rhythmi

REWARD Bug Defense Power-up

The flower on Roserade's right hand... I can't remember if it was red or blue. There's a big argument going on over that! Supposedly, there's one deep in the forest. Will you capture one for us?

QUEST 43 Charge Up the Trio!

Talk to Nage in the rightmost room on the Ranger Union's second floor to accept a Quest. You'll have to visit many different locations to find Raichu, Luxray, and Ampharos.

Location • Ranger Union
Client • Nage

REWARD Electric Defense Power-up

Raichu, Luxray, and Ampharos. That threesome appears to be what we need for our studies. They look capable of generating seriously powerful electricity. Please, bring them to us.

QUEST 44 Access the Ice Castle

You can accept this Quest from Mrs. Winter once you've cleared Quest 35. Go to Almia Castle, taking along the Pokémon you'll need for Target Clears there.

Location • Hia Valley
Client • Mrs. Winter

REWARD Flying Defense Power-up

Three huge blocks of ice are blocking the way to Almia Castle. They're quite the nuisance! Please, won't someone clear those blocks of ice?

QUEST 45 Mom's Recipe

You can accept this Quest from your mother once you have Munchlax as a Partner Pokémon. Repay your mom for her years of loving kindness.

Location • Chicole Village
Client • Mother

REWARD Fighting Defense Power-up

This is your mother speaking. My hands aren't free, so please read me the recipe I have taped to the fridge. I'm sorry this is such a silly Quest.

QUEST 46 White Pokémon for Peace?

Talk to the girl on the right side of the stage in Altru Park to start this Quest. Go to the Altru Tower roof and capture the white peace Pokémon.

Location • Altru Park
Client • Young girl

REWARD Poison Defense Power-up

There is a white Pokémon at the top of Altru Tower that stands for peace. Everyone should know what it is. You're a nice Ranger, so you'll bring it to show me, won't you?

QUEST 47 Pachirisu's Hide & Seek

You can take this Quest if you didn't choose Pachirisu as your Partner back in the Rookie Mission. Crush the Crates in each room until you find Pachirisu.

Location • Ranger School
Client • April

REWARD Pachirisu becomes a Partner Pokémon

We've had a Pachirisu make its home in the School recently. It's been a handful, though. It chews up things, and it likes to hide things. I would like to see this Pachirisu captured. It should still be in the School itself.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 48 Things That Go Bump...

If you didn't choose Munchlax as your Partner in the Rookie Mission, you can visit your house to receive this Quest from your sister. Go to the second floor and see what's causing the noise.

Location • Chicole Village
Client • Little Sis

REWARD Munchlax becomes a Partner Pokémon

Huh? What's making all the noise upstairs? What could it be? I'm scared... Please, go check upstairs!

QUEST 49 Starly Lost Its Way

You can get this Quest from the explorer at the Hippowdon Temple entrance if you didn't choose Starly as your Partner Pokémon in the Rookie Mission. Pursue the escaping Starly.

Location • Haruba Desert
Client • Explorer

REWARD Starly becomes a Partner Pokémon

A Starly wandered into Hippowdon Temple. It's gotten hopelessly lost somewhere deep in there, I think. It's also timid. It flees if it sees you coming. Please help this Starly!

QUEST 50 What Happened to Machop!?

Talk to the old man outside the Ranger Union to take this Quest. Go rescue a Machop who's pinned under a Boulder at Peril Cliffs.

Location • Ranger Union
Client • Old man

REWARD Machop becomes a Partner Pokémon

There was a Machop up on Peril Cliffs that was training for something. It's disappeared! Maybe, just maybe, it could be in trouble. It could be trapped under a giant boulder! Go check on it, please!

QUEST 51 Who Is on Hippowdon's Nose?

Talk to a young boy in Haruba Village to begin this Quest. Help the fallen Hippopotas in Hippowdon Temple's "nostril."

Location • Haruba Village
Client • Young boy

REWARD Hippopotas becomes a Partner Pokémon

I saw it! Something big and weird squirming around on the nose of Hippowdon Temple! It could've been a Pokémon! Can you go look, Ranger?

QUEST 52 Pelipper's Plea

Talk to an old lady in Boyleland to accept this Quest. Go to the Volcano Cave (east side) and let Pelipper lead you around.

Location • Boyleland
Client • Old lady

REWARD Gible becomes a Partner Pokémon

In Volcano Cave, toward the doors, there was a Pelipper. It seemed to be trying to say something. You may want to check on it.

QUEST 53 Bring Back the Oasis!

Talk to the old lady inside one of the Haruba Village houses to accept this Quest. Bring back the rain-making Pokémon from Mission 03 to ease Haruba Village's troubles.

Location • Haruba Village
Client • Old lady

REWARD Recovery Power-up

Please bring a Pokémon that can summon rain. And please keep it a secret from the children. I have heard rumors of a Pokémon that put out the terrible fire in Vien Forest by bringing about a downpour.

QUEST 54 Wish for the Vien Forest

You can take this Quest from Ollie in Chicole Village once you've cleared all the other Quests (except the one involving the Pokémon you chose on the Rookie Mission). Check page 155 for hints.

Location • Chicole Village
Client • Ollie's Mom

REWARD Supreme Defense Power-up

I was hoping that you would have a word with my son, who you know as Ollie. He's still torn up by guilt over what happened to Vien Forest... I think you can find him there now.

QUEST 55 Secret Kept by Three

Talk to Lamont in the faculty room at Ranger School for this Quest. Make sure you bring along a Pokémon that can Target Clear the Pledge Stone.

Location • Ranger School
Client • Lamont

REWARD Dragon Defense Power-up

In all the world, there is one secret that is known to only the three of us. Find where that secret is hidden. Here's one hint: the Pledge Stone in Ascension Square.

QUEST 56 Snow in Boyleland

After you clear Quest 30, you can accept this Quest from the elder's granddaughter in the Boyleland elder's house. Go to Almia Castle and capture Froslass and Glalie.

Location • Boyleland
Client • Granddaughter

REWARD Ice Defense Power-up

Everyone is looking forward to Boyleland's Snow Festival, but we have no snow. Please bring us a Froslass and a Glalie. They say those Pokémon can be found in Hia Valley.

QUEST 57 For Little Tim

For this Quest, talk to Big Bertha on Little Tim's farm in Vientown. Bring back Slakoth and cure Little Tim's Pokémon phobia.

Location • Vientown
Client • Big Bertha

REWARD Ground Defense Power-up

You know how my husband's deathly afraid of Pokémon, don't you, dear? I want to cure him of that once and for all, so I'd like you to bring back a Slakoth.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

QUEST 58 Murph's Disappearing Act

After you've cleared Quests 27 and 41, you can accept this Quest from Pamur in Shiver Camp. Talk to Mrs. Winter and go after the missing Murph.

Location • Shiver Camp
Client • Pamur

REWARD Steel Defense Power-up

I woke up this morning to find Murph missing! I hate to impose, but please search for Murph. Come to think of it, he said he wanted to ask Mrs. Winter something yesterday.

QUEST 59 Staraptor High in the Sky

Talk to Wendy outside the Ranger Union for this Quest. Staraptor has forgotten how to fly, so go find six friends to help it.

Location • Ranger Union
Client • Wendy

REWARD Latent Power Power-up

I think it will lift my guy's spirits to see wild Staraptor. It will inspire him to soar again, I'm sure of it. Please, can you bring back six Staraptor for the two of us?

QUEST 60 Gift of Music for Isaac

Talk to Melody in Pueltown for this Quest. Make Melody's day by bringing her the musically inclined Chatot, Kricketune, Chingling, and Jigglypuff.

Location • Pueltown
Client • Melody

REWARD Long Line Power-up

I wrote a song as a present for my brother. I want to play a concert with these Pokémon: Chatot, Kricketune, Chingling, and Jigglypuff! Please, will you bring them here, all at once?

QUEST 61 Ponte's Path to Take

Talk to Ponte at the Altru oil base in the Chroma Highlands to accept this Quest. Comb the Chroma Ruins for a Pokémon with a bright red nose and a mustache.

Location • Chroma Highlands
Client • Ponte

REWARD Rock Defense Power-up

I'd like you to bring back the Pokémon I want to use as a model for my wood carving. I can see it now: a big, proud, red nose! An impressive moustache! One lives in the Chroma Ruins, I've heard.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Capture Arena Guide

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Art of Capture

Test your skills against the strong Pokémon of the Capture Arena

Once you've completed the main story and witnessed the ending, the Capture Arena will open up. There you can face off against and capture some powerful Pokémon, challenging your newly mastered Ranger abilities!

Make Your Travel Arrangements

Take the ticket you get post-ending and head to the pier on the east side of Haruba Village. Wailord will carry you straight to the Capture Arena.

HOW TO GET TO THE CAPTURE ARENA

1. Receive an admission ticket from Chairperson Erma.
2. Board Wailord in Haruba Village.
3. Arrive at the Capture Arena!

All About the Capture Arena

The Capture Arena is full of many small rooms, each home to a strong Pokémon—some of which are super-rare! Even if you're defeated, don't worry—you'll just end up back at the Reception Desk, ready to try again.

THE RULES OF CAPTURE

1. The Capture Arena Pokémon are stronger than Pokémon found elsewhere, even those of the same species.
2. The next room will not open until you capture the Pokémon in your current room.
3. The only Pokémon that you can bring with you is your Partner Pokémon.
4. You do not lose the game if your Capture Styler runs out of Energy, you just end up back at the Reception Desk.
5. Each successful capture grants a lot of Experience Points.

Capture Arena

CAPTURE ARENA MAP

* 01

* 02

* 03

* 04 on P.146

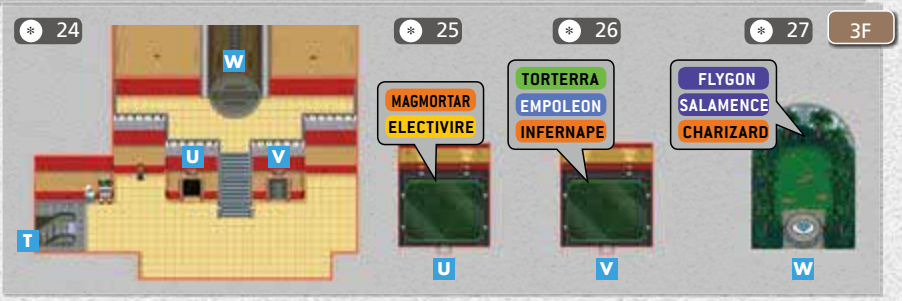
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Quest Your Way to a Better Capture

Finishing various Quests will reward you with Power-up Data that strengthens your Capture Styler. To be in top form when you challenge the Capture Arena, make sure to complete lots of Quests first.

Capture Arena

CAPTURE ARENA MAP



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

1F ROOM 1 Toxicroak

Recommended Partner Pokémon: MIME JR.

Stop Toxicroak in its tracks with a Psychic Poké Assist

Because Toxicroak is a Poison-group Pokémon, Gardevoir's Psychic Poké Assist will be highly effective against it. If Toxicroak touches the Capture Line, it will make it Stopped, which makes it an easy capture.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Gardevoir Psychic	Gardevoir Psychic
Wild Toxicroak Poison	

1F ROOM 2 Spiritomb

Recommended Partner Pokémon: CHIMCHAR

Pull a vanishing act with a Dark Poké Assist

Spiritomb is a Ghost-group Pokémon, so the best countermeasure to its curse balls and other strange powers is a Dark Poké Assist like Shiftry's. While Shiftry's Poké Assist is active, you can circle Spiritomb's attacks to make them disappear.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Shiftry Dark	Shiftry Dark
Wild Spiritomb Ghost	

1F ROOM 3 Lucario

Recommended Partner Pokémon: MIME JR.

Bring Lucario to a standstill with a Psychic Poké Assist

When tackling the tough Fighting-group Pokémon Lucario, your best contender is a Psychic-group Pokémon like Alakazam. It can make the speedy Lucario Stopped with its Poké Assist, holding Lucario just long enough for you to complete the Capture.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Crobat Flying	
Wild Alakazam Psychic	Alakazam Psychic
Wild Lucario Fighting	

1F ROOM 4 Heatran

Recommended Partner Pokémon: GIBLE

Double up with Dark and Dragon Poké Assists

Watch the ground as Heatran's Friendship Gauge rises, because it will attack by spreading magma all over the place. Clean up with Absol's Dark Poké Assist and then bring out the big guns—Heatran tends to stand in one place for a long time, making it an easy target for the falling meteors of a Dragon Poké Assist.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Gabite Dragon	
Wild Absol Dark	Absol Dark
Wild Heatran Fire	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

1F ROOM 5 Cresselia

Recommended Partner Pokémon: PIPLUP

Tire out Cresselia with a Ghost Poké Assist

Cresselia can be elusive, but a Ghost Poké Assist is a sure way to pin this Psychic-group Pokémon down. Complete a circle around an empty spot to create a ghost that will make Cresselia Tired if touched, making for an easy capture.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Blaziken Fire	Blaziken Fire
Wild Bellossom Grass	Bellossom Grass
Wild Gengar Ghost	Gengar Ghost
Wild Cresselia Psychic	

2F ROOM 1 Yanmega, Gliscor

Recommended Partner Pokémon: SNOVER

Snare them in the whirlwinds of a Flying Poké Assist

The airborne pairing of Yanmega and Gliscor might be tough to pin down, so it's best to trap them with Fearow's and Swellow's Flying Poké Assist and then circle both at once. They'll fight back with their respective attacks of string and mud, but Honchkrow's Poké Assist can clean those up easily.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Drifblim Ghost	Drifblim Ghost
Wild Swellow Flying	
Wild Fearow Flying	
Wild Honchkrow Dark	Swellow Flying
	Fearow Flying
	Honchkrow Dark
Wild Yanmega Bug	
Wild Gliscor Ground	

2F ROOM 2 Mamoswine, Rhyperior, Tangrowth

Recommended Partner Pokémon: MACHOP

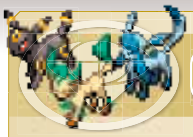
Freeze this trio with an Ice Poké Assist

Mamoswine and Rhyperior might be Ground-group Pokémon while Tangrowth is Grass-group, but all of them can be easily captured with Abomasnow's Ice Poké Assist, which will throw snowballs and make them Stopped so you can circle these three at the same time.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Kangaskhan Normal	
Wild Aggron Steel	Aggron Steel
Wild Tyranitar Rock	Kangaskhan Normal
Wild Abomasnow Ice	Tyranitar Dark
	Abomasnow Ice
Wild Mamoswine Ground	
Wild Rhyperior Ground	
Wild Tangrowth Grass	

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



2F ROOM 3 Umbreon, Leafeon, Glaceon

Recommended Partner Pokémon: SNEASEL

Burn this close-knit trio with a Fire Poké Assist

Umbreon, Leafeon, and Glaceon might be from different groups, but they still stand by each other and become more aggressive if you try to pick them off one by one. Flareon's Fire Poké Assist will be greatly effective against two of them, so try to capture all three at once.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Eevee Normal	
Wild Espeon Psychic	Eevee Normal
Wild Jolteon Electric	Espeon Psychic
Wild Vaporeon Water	Jolteon Electric
Wild Flareon Fire	Vaporeon Water
Wild Umbreon Dark	Flareon Fire
Wild Leafeon Grass	
Wild Glaceon Ice	

2F ROOM 4 Drapion, 4 Weavile

Recommended Partner Pokémon: MACHOP

Bring the sky down with a Dragon Poké Assist

With so many Pokémon on the field—four Weavile and a Drapion—you're bound to hit a few with your Capture Disc. So just try to capture them all in one group and hit the one Drapion with Garchomp's Dragon Poké Assist, bringing a meteor straight down on its head.

CAPTURE AND POKÉ ASSIST ORDER

POKÉMON AND GROUP	EFFECTIVE POKÉ ASSIST
Wild Cacturne Dark	
Wild Ariados Bug	Cacturne Dark
Wild Banette Ghost	Ariados Bug
Wild Houndoom Dark	
Wild Garchomp Dragon	Banette Ghost
Wild Drapion Poison	Houndoom Dark
Wild Weavile ×4 Dark	Garchomp Dragon

3F ROOM 1 Magmortar, Electivire

Recommended Partner Pokémon: HIPPOPOTAS

Wait out their attacks—swoop in with your Styler

Once you hit the third floor of the Capture Arena, it's just you and your Partner Pokémon versus the wild Pokémon inside, making this a test of technique. It's best to focus on completing solid circles and avoiding heavy damage to your Styler. Watch for the "!" appearing above Magmortar's and Electivire's heads—that indicates an attack is coming. Lift your stylus from the screen and wait the attacks out, then try to catch the two Pokémon together.

Magmortar's offense

After Magmortar uses its fire attack, wait for the flames to go out before attempting a Capture.

Electivire's offense

Once you've isolated Electivire on the board, it will protect itself by forming a shield of electricity.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

3F ROOM 2 Torterra, Empoleon, Infernape

Recommended Partner Pokémon: MACHOP

Stay calm—and watch for jumping Infernape!

The usual strategy of capturing a group of Pokémon at once won't work here—Torterra and Empoleon are big Pokémon, so it'll be hard to get the Capture Line around them, and then there's Infernape, who moves really fast. The three will spread apart and attack constantly, so your line is going to get hit if you try to capture them all in the same circle. But you won't take any damage unless your Capture Line gets hit by an attack, so relax and capture them all at once. Watch Infernape carefully and loop it when it stands with the other two Pokémon.

Torterra's offense

With two Pokémon left on the screen, Torterra will begin to scatter leaves everywhere and shoot seeds that become vines.

Empoleon's offense

If one of only two Pokémon still on the screen, Empoleon will shoot bubbles and spit out puddles of water.

Infernape's offense

Once it's the only Pokémon left, Infernape will panic and start creating even bigger explosions and fireballs, filling the whole screen.

3F ROOM 3 Flygon, Salamence, Charizard

Recommended Partner Pokémon: SNOVER

The Toughest Trio of the Capture Arena

This capture will really take some skill and patience to complete, but the rewards gained are well worth the struggle. You already know to keep an eye out for the "!" above the Pokémon's heads, but this time you'll need to hustle, as all three Pokémon have different attack patterns, making that brief lull where you can circle all of them even briefer. Even so, they aren't going to go easy, so take your time, protect your Styler when they attack, and most of all—keep trying! You'll master the Capture Arena soon enough.

TRY TO CAPTURE THEM ALL AT ONCE

If you do try to capture the whole group at once, watch Flygon carefully, as it's the fastest of the three.

USE YOUR PARTNER POKÉMON

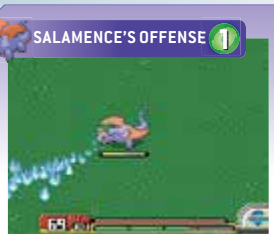
Snover's Ice Poké Assist will be a great help against at least two of these Pokémon, giving them the Stopped condition.

FLYGON'S OFFENSE 1

Flygon attacks by shooting white blades of sound. If Flygon is alone on the board, it will send out even more of these blades.

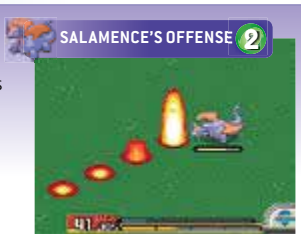
FLYGON'S OFFENSE 2

When Flygon is alone on the board, it will up the intensity of its attacks by creating cyclones that expand outward.



SALAMENCE'S OFFENSE 1

Don't let your Capture Line get hit by Salamence's blue flame, because it will deal 20 points of damage to your Capture Styler!



SALAMENCE'S OFFENSE 2

Normally Salamence will just attack by creating a wall of fire and slashing with its claws, but when it's the last Pokémon standing it'll hit hard with a shock wave.

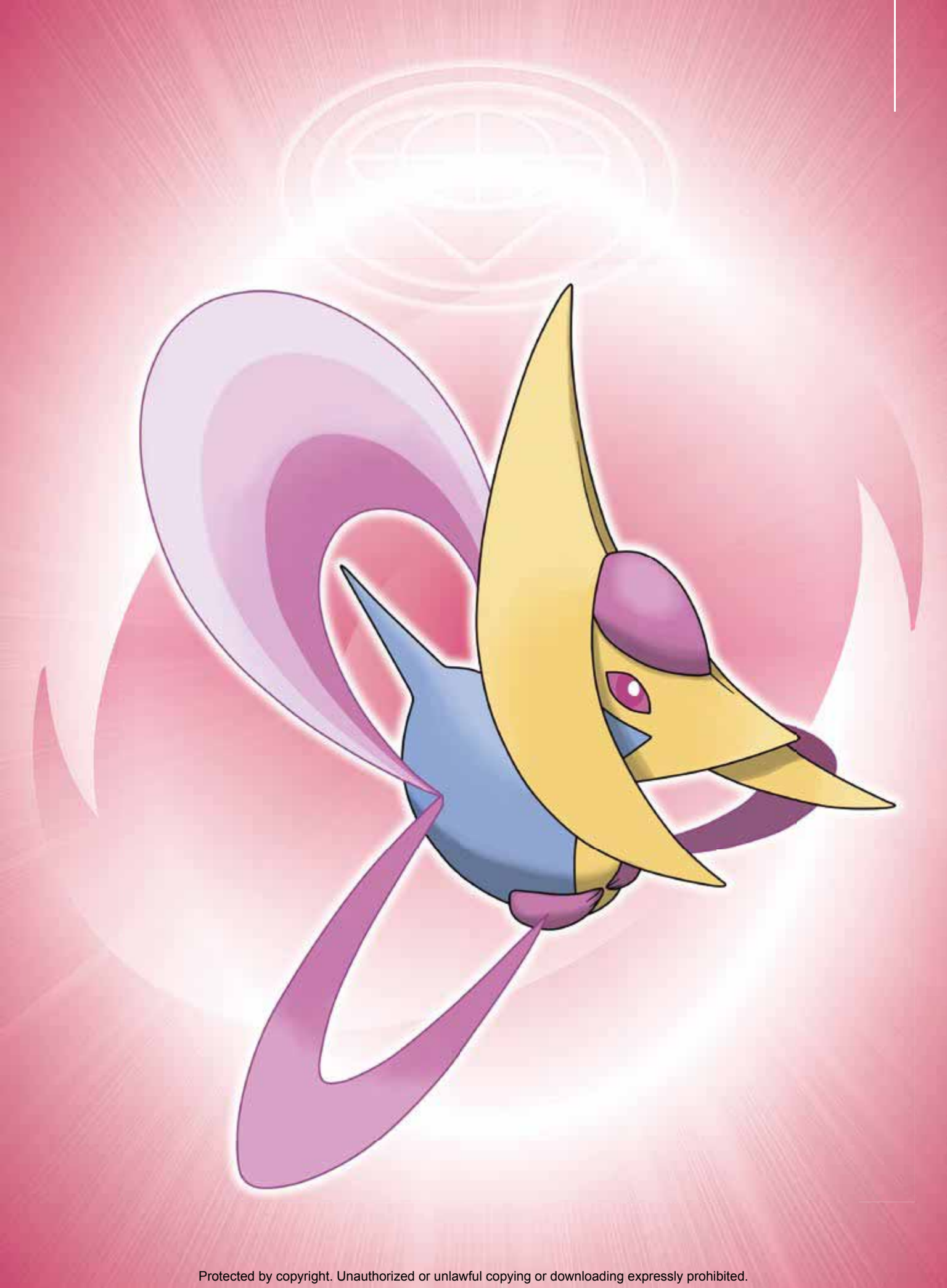
CHARIZARD'S OFFENSE 1

Don't create a Capture Line when Charizard attacks—the blast of fire expands all across the screen. Instead, charge up your Styler.

CHARIZARD'S OFFENSE 2

If Charizard is the last Pokémon, it will add massive fireballs to its range of attacks. Wait for the flames to die down before attempting a capture.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Browser Completion Guide

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Capture, Record, and Complete

Complete the story, then complete your Browser

Your adventure with *Pokémon Ranger: Shadows of Almia* doesn't stop with the ending—there are still plenty of Pokémon to capture and record in your Browser, many of which aren't available until you've completed the main story. With 267 Pokémon in total, completing your Browser will be quite a challenge.

How Do I Record Pokémon in the Browser?

Every time you capture a Pokémon, it gets recorded in your Browser. You must capture a Pokémon in order to record it; tapping a Pokémon on the field with your stylus will show you its name and picture, but it won't record the Pokémon in your Browser. You have to actually engage the Pokémon in a fight and make a legit capture.

HOW TO RECORD POKÉMON IN THE BROWSER

1 Capture a Wild Pokémon

This is the easiest and most basic way Pokémon will be recorded in your Browser. Even the Pokémon you see for the first time in the Capture Arena can be recorded this way.

2 Capture a Team Dim Sun Pokémon

In your battles with Team Dim Sun during the main story, any Pokémon of theirs that you capture will automatically be recorded in your Browser.

A Celebration of Your Achievement

It's a lot of work, capturing all 267 Pokémon in *Pokémon Ranger: Shadows of Almia*, but your accomplishment will not be ignored! There's a party in your honor, and your Ranger Union colleagues and the Vientown Rangers will be on hand to congratulate you. What kind of festivities are planned? Complete your Browser to find out!

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

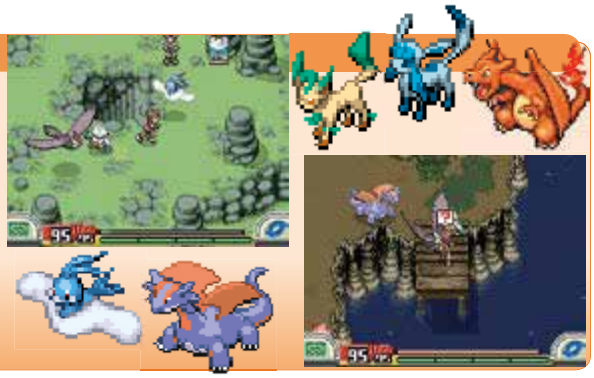
New Faces, Familiar Places

You might have captured every Pokémon you've encountered in the game so far, but after the ending you're going to have to revisit areas you've already explored—new Pokémon will appear in them, and you'll need to capture them to complete your Browser. Save time and check your Browser first to see which ones you've missed.

ESSENTIAL CAPTURE POINTS

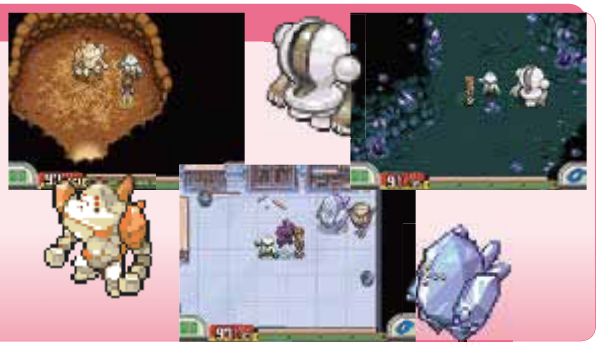
1 New Pokémon will appear post-ending for you to capture

Once you've seen the ending, many new Pokémon will be available for capture. Some will only appear after you accept certain Quests offered to you in the post-game, while others are Team Dim Sun Pokémon that you've seen before but could not capture for yourself.



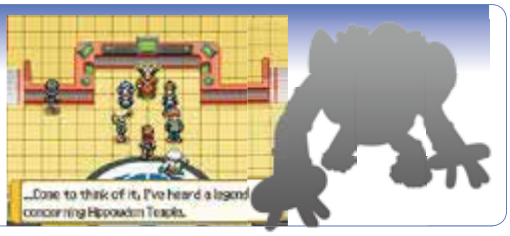
2 Capture the Regis to reach the final Pokémon

Regirock, Registeel, and Regice are scattered throughout Almia, hidden as statues and waiting for the right Field Move to wake them up. You'll need the help of several Pokémon that only appear post-ending, so be sure to bring them along on your search.



The Road to 267

Once you have 266 Pokémon recorded in your Browser, head to the third floor of the Ranger Union. Erma will tell you the legend of Hippowdon Temple, which is a hint regarding the final Pokémon. See the next page for more information.



COMPLETION TIP 1

Capture the new Pokémon that appear post-ending

Old haunts reveal new Pokémon

After the ending, Pokémon that you haven't seen before will begin to appear all over the Almia region, so make capturing these your main priority. Pokémon that appeared in your battles with Team Dim Sun will also start to appear in the wild now, but they are omitted from the list that follows since they should already be in your Browser.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

POKÉMON THAT APPEAR POST-ENDING

No.	Pokémon	Location	Map	Pre-conditions
R-010	Roserade	Vien Forest	P.43 (F) 04	Accept Quest 42 (P.140)
R-023	Starly*	Hippowdon Temple	P.107 (Ω) 13	Accept Quest 49 (P.141)
R-026	Pachirisu*	Ranger School	P.26 (A) 08	Accept Quest 47 (P.140)
R-027	Munchlax*	Chicole Village	P.36 (C) 04	Accept Quest 48 (P.141)
R-103	Leafeon	Vien Forest	P.43 (F) 04	–
R-104	Glaceon	Ice Lake	P.81 (W) 04	–
R-139	Charizard	Volcano Cave (east)	P.91 (O) 15	–
R-161	Machop	Peril Cliffs	P.55 (M) 04	Accept Quest 50 (P.141)
R-227	Salamence	Crysta Cave/Vien Forest	P.80, P.44 (T) 01 (F) 07	–
R-245	Weavile	Almia Castle	P.83 (X) 24	–
R-246	Hippopotas	Hippowdon Temple	P.107 (Ω) 11	Accept Quest 51 (P.141)
R-251	Gible	Volcano Cave (east)	P.91 (O) 12	Accept Quest 52 (P.141)
R-258	Aerodactyl	Peril Cliffs	P.54 (M) 03	–
R-259	Flygon	Haruba Desert	P.106 (∂) 01	–
R-260	Altaria	Chroma Highlands	P.72 (Q) 03	–
R-261	Togekiss	Altru Tower	P.119 (ϖ) 10	Accept Quest 46 (P.140)
R-262	Porygon-Z	Oil Field Hideout	P.101 (Z) 16	–
R-263	Celebi	Vien Forest	P.43 (F) 10	Accept Quest 54 (P.141)

*The Pokémon you chose in your Rookie Mission, "Soothe Pokémon at the Beach!," is already in your Browser.

Some advice for Quest 41

You'll need some Poké Assist help with capturing Flareon and Leafeon, so focus on catching them first and save Vaporeon and Jolteon for last.

Some advice for Quest 54

Talk to Ollie in Vien Forest, then ride Floatzel down the river to the waterfall. When you go ashore, Celebi will appear. Jump onto a Doduo to chase after this quick and spritely Pokémon.

COMPLETION TIP 2

Capture the three Regis, then capture the final Pokémon

Find this Legendary trio with the help of other Pokémon

The Rock Statue in Vientown, the Ice Statue in Almia Castle, and the Steel Statue in the Chroma Ruins—all three are actually the Legendary Regis in disguise. You'll need to use Field Moves to wake them up, using Pokémon that only appear post-ending.

REGIROCK

LOCATION Vien Forest (P.43) (F) 11

Capture Garchomp at Hippowdon Temple and go to Vien Forest. Across the river is a cave with the Rock Statue inside. Target the statue so you can capture Regirock.

Garchomp's location
Hippowdon Temple (P.107) (Ω) 16

REGICE

LOCATION Almia Castle (P.83) (X) 21

Capture Magmortar in Volcano Cave (west) and head to Almia Castle. Target the Ice Statue that's in the same room as Mismagius, and you can capture Regice.

Magmortar's location
Volcano Cave (West) (P.64) (O) 03

REGISTEEL

LOCATION Chroma Ruins (P.73) (S) 15

Capture Gallade at the Altru Building and bring it to the Chroma Ruins. Target the Steel Statue near the exit so you can capture Registeel.

Gallade's location
Altru Building (P.118) (K) 11

Bring Regirock, Regice, and Registeel to Hippowdon Temple

Once you've recorded 266 Pokémon in your Browser, go talk to Chairperson Erma at the Ranger Union. Take the Regis to Hippowdon Temple and step into the swirling vortex to arrive at the final Pokémon.

Once you emerge from the vortex, tap each pedestal to place a Regi on it.

Final Pokémon location
Hippowdon Temple (P.107) (Ω) 20

ORDER OF EVENTS FOR CAPTURING THE FINAL POKÉMON

1. Capture Regirock, Regice, and Registeel, bringing the number of Pokémon recorded in your Browser to 266
2. Go to the Ranger Union and talk to Chairperson Erma
3. Go to Hippowdon Temple and enter the strange vortex appearing at (Ω) 13 (P.107)
4. Tap each pedestal to place Regirock, Regice, or Registeel on it
5. Enter the open door and capture the final Pokémon

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SIDEBAR 3

As Seen in the Almia Times ①

Tap the counter in the back of the reading room to look at some back issues.

Get the latest scoop courtesy of Almia's local newspaper

To find out what's happening in the Almia region, the Almia Times is the first and best place to go. Head to the reading room on the second floor of the skyscraper in Pueltown—you can read volumes 1–6 there to catch up on the story.

Vol. 1

Vol. 2

Vol. 3

Vol. 4

Vol. 5

Vol. 6

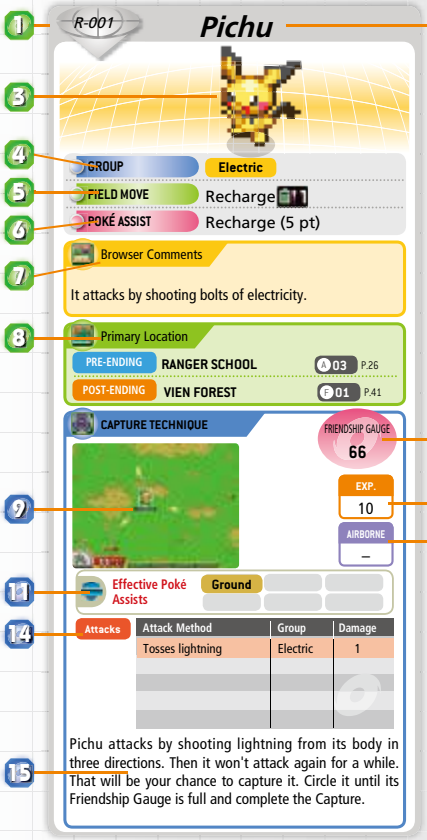
Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Pokémon Browser

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

How to Read the Pokémon Browser



How to Read the Browser data

Basic Data

1 Ranger Number

The number of an Almia region Pokémon when recorded in the Browser. (This is different from its Pokédex number).

2 Pokémon name

3 Pokémon image

4 Group

The group that the Pokémon belongs to, such as Grass, Water, or Fire. There are 17 groups in all.

5 Field Move

What kind of move the Pokémon can use on Targets. The number of symbols indicates the move's strength.

6 Poké Assist

Which kind of power the Pokémon can use when helping you capture other Pokémon. Also indicates the effective time or amount by which your Styler Energy is restored.

7 Browser comment

A brief description of the Pokémon's characteristics, including movement and attacks. Helpful for developing your Capture technique.

8 Primary location

Where the Pokémon appears, split into pre- and post-ending locations. Check here if you're trying to find a specific Pokémon.

Capture Technique

9 Capture screen

10 Friendship Gauge

A measure of the effort required to capture the Pokémon. It fills up as you circle the Pokémon with your Capture Disc. When the Friendship Gauge is full, the Pokémon is captured.

11 Effective Poké Assists

Which Poké Assists would be good match-up against the Pokémon. These Poké Assists get a boost in strength and effective time.

12 Exp. points

The minimum number of Exp. points you get for capturing the Pokémon.

13 Airborne

Pokémon with a ○ symbol are airborne and immune to Grass, Poison, and Ground Poké Assists.

14 Attacks

The name, group, and damage inflicted of the attacks that the Pokémon uses. Pokémon can have up to five different attacks. Some Pokémon have none.

15 Capture technique

Tips and tricks for capturing the Pokémon (assuming no Poké Assists are already in play). Using a Poké Assist listed in "Effective Poké Assists" will make capture easier. For especially difficult-to-capture Pokémon, a Pokémon with an effective Poké Assist will be listed here.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Pokémon Ranger

Story Pokémon

R-001 Pichu

GROUP	Electric
FIELD MOVE	Recharge 1
POKÉ ASSIST	Recharge (5 pt)

Browser Comments

It attacks by shooting bolts of electricity.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 03	P.26
POST-ENDING	VIEN FOREST	F 01	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 66

EXP. 10

AIRBORNE –

Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Tosses lightning	Electric	1

Pichu attacks by shooting lightning from its body in three directions. Then it won't attack again for a while. That will be your chance to capture it. Circle it until its Friendship Gauge is full and complete the Capture.

R-002 Pikachu

GROUP	Electric
FIELD MOVE	Recharge 3
POKÉ ASSIST	Recharge (20 pt)

Browser Comments

It attacks by blasting electricity from its body.

Primary Location

PRE-ENDING	VOLCANO CAVE	Q 03	P.64
POST-ENDING	CRYSTA CAVE	T 07	P.80

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 645

EXP. 50

AIRBORNE –

Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Tosses lightning	Electric	5
Thunder spheres	Electric	5

Pikachu shoots lightning from its body in three directions, and tosses spheres of thunder that hang around on the ground for a while. Be careful not to touch them. Your best shot at circling Pikachu is right after it unleashes its lightning. Fill up its Friendship Gauge.

R-002 Pikachu

Entrance Exam

GROUP	Electric
FIELD MOVE	Recharge 3
POKÉ ASSIST	Recharge (20 pt)

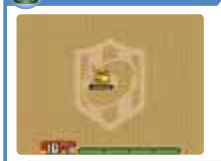
Browser Comments

It attacks by blasting electricity from its body.

Primary Location

PRE-ENDING	OPENING		
POST-ENDING			

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE 60

EXP. 50

AIRBORNE –

Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Tackle	Normal	0
Tosses lightning	Electric	1

The Pikachu at the entrance exam alternates between forward lightning attacks and tackle attacks. Avoid it when it tackles. After it tackles twice, there will be a brief lull before its next attack, so use that chance to circle it and fill up its Friendship Gauge.

R-003 Raichu

GROUP	Electric
FIELD MOVE	Recharge 4
POKÉ ASSIST	Recharge (30 pt)

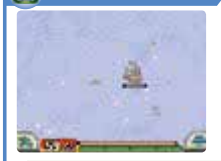
Browser Comments

It attacks by powerfully blasting thunderbolts from its body.

Primary Location

PRE-ENDING	ICE LAKE	W 04	P.81
POST-ENDING	ICE LAKE	W 04	P.81

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE 1540

EXP. 150

AIRBORNE –

Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Tosses lightning	Electric	4
Summons thunder	Electric	6

Raichu alternates between a tri-directional lightning toss and an attack that calls down three thunderbolts from the sky at once. Do not circle while the thunder is coming down; it's too dangerous. The period right after an attack is your best chance to loop up Raichu.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-004 Bidoof

GROUP: Normal
FIELD MOVE: Crush 1
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It occasionally pretends to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 03	P.26
POST-ENDING	RANGER SCHOOL	A 03	P.26

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 66
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage

Bidoof does not attack. It does move around randomly, so give Bidoof plenty of room with the Capture Line so it won't accidentally touch the line. Circle until the Friendship Gauge is full to capture it.

R-004 Bidoof

When rescuing Little Tim

GROUP: Normal
FIELD MOVE: Crush 1
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It occasionally pretends to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 13	P.28
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 198
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Tackle	Normal	2

The Bidoof you battle while rescuing Little Tim attacks by tackling twice in a row. Right after that is your chance to move in and fill up Bidoof's Friendship Gauge.

R-005 Bibarel

GROUP: Water
FIELD MOVE: Soak 2
POKÉ ASSIST: Water (20 sec)

Browser Comments

It attacks by spitting out blobs of water.

Primary Location

PRE-ENDING	PUELTOWN	G 04	P.45
POST-ENDING	PUELTOWN	G 04	P.45

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 480
EXP.: 35
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Group	Damage
	Water puddle	Water	5

Bibarel attacks by launching globs of water that spread out into puddles when they hit the ground. You take 5 points of damage if your Disc or Styler touches these puddles. The puddles will vanish after just a short time, so wait them out and then use that chance to capture Bibarel.

R-006 Taillow

GROUP: Flying
FIELD MOVE: Cut 1
POKÉ ASSIST: Flying (15 sec)

Browser Comments

It whips up gusts with its wings to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 02	P.25
POST-ENDING	RANGER SCHOOL	A 02	P.25

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 56
EXP.: 10
AIRBORNE: ○

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Launches whirlwinds	Flying	1

Taillow attacks by launching whirlwinds. It won't attack again for a short period of time, so that's when you should capture it. Just give Taillow plenty of room inside the Capture Line, because it flies around wildly and may collide with the Capture Line or Disc.

R-007 Swellow

GROUP: Flying
FIELD MOVE: Cut 2
POKÉ ASSIST: Flying (30 sec)

Browser Comments

It whips up gusts with its wings to attack. It also rams targets.

Primary Location

PRE-ENDING	UNION ROAD	J 01	P.53
POST-ENDING	UNION ROAD	J 01	P.53

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 600
EXP.: 45
AIRBORNE: ○

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Launches whirlwinds	Flying	5
	Quick tackle	Normal	7

Swellow alternates between creating whirlwinds and tackling with incredible speed. Capture it in the period of time between attacks. Give it plenty of space when drawing the Capture Line, because it will not stop flying around.

R-008 Budew

GROUP: Grass
FIELD MOVE: Tackle 1
POKÉ ASSIST: Grass (8 sec)

Browser Comments

It shoots seeds to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 02	P.25
POST-ENDING	RANGER SCHOOL	A 02	P.25

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 66
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Tosses seeds	Grass	2

Budew attacks by tossing seeds in front of it. After it attacks you'll have a chance to move in and capture it. Use this opportunity to fill up the entire Friendship Gauge in one go.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-009 Roselia

GROUP	Grass
FIELD MOVE	Cut 2
POKÉ ASSIST	Grass (16 sec)

Browser Comments

It attacks by scattering pollen.

Primary Location

PRE-ENDING	VIEN FOREST	F 02	P.41
POST-ENDING	VIEN FOREST	F 02	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 228

EXP. 13

AIRBORNE –

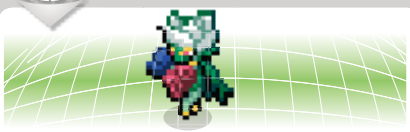
Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Spreads pollen	Grass	3

Roselia attacks by spreading pollen, which fills the whole screen and inflicts 3 points of damage if it touches the Capture Line. Wait for it to disperse before circling Roselia. You have some time before it spreads pollen again, so you don't need to hurry—just make good, solid circles and capture it.

R-010 Roserade



GROUP	Grass
FIELD MOVE	Cut 3
POKÉ ASSIST	Grass (24 sec)

Browser Comments

It shoots leaves and needles. It also scatters pollen to attack.

Primary Location

PRE-ENDING	—		
POST-ENDING	VIEN FOREST	F 04	P.43

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 6000

EXP. 800

AIRBORNE –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Tosses leaves	Grass	8
Vine pillars	Grass	8
Spreads pollen	Grass	8
Tosses poison thorns	Grass	8

Roserade has four different attack patterns: tossing leaves, creating pillars of vine, spreading pollen, and throwing poisonous thorns. Your chances to circle it will either be when the vine pillars have receded, or after any of the other attacks. Try to fill up its Friendship Gauge all in one go.

R-011 Squirtle

GROUP	Water
FIELD MOVE	Soak 1
POKÉ ASSIST	Water (10 sec)

Browser Comments

It attacks by squirting water from its mouth.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 10	P.25
POST-ENDING	RANGER SCHOOL	A 10	P.25

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 77

EXP. 10

AIRBORNE –

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Water gun	Water	1

Squirtle uses a water-gun attack that blasts water straight across the whole screen. It will move around after unleashing this attack, so this is your chance to fill the entire Friendship Gauge in one try.

R-012 Wartortle

GROUP	Water
FIELD MOVE	Soak 2
POKÉ ASSIST	Water (20 sec)

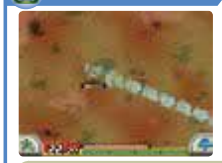
Browser Comments

It attacks by squirting water from its mouth.

Primary Location

PRE-ENDING	VIEN FOREST	F 02	P.41
POST-ENDING	VIEN FOREST	F 02	P.41

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE 187

EXP. 14

AIRBORNE –

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Water gun	Water	4

Just like Squirtle, Wartortle shoots water straight across the screen, and then wanders around. You should be able to capture it in one attempt, as long as it doesn't touch your Capture Line or Capture Disc.

R-013 Blastoise

GROUP	Water
FIELD MOVE	Rain Dance
POKÉ ASSIST	Water (30 sec)

Browser Comments

It attacks by blasting water from the cannons on its back.

Primary Location

PRE-ENDING	VIEN FOREST	F 01	P.41
POST-ENDING	VIEN FOREST	F 01	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 850

EXP. 40

AIRBORNE –

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Water ball	Water	3
Double water gun	Water	6

Blastoise alternates between a water-ball attack and a double-barreled water-cannon attack. The water balls spread out once they hit the ground, so watch out! Move in when the puddles evaporate, right after Blastoise eases up with its water-gun attack. Circle it and fill its Friendship Gauge in one go.

R-014 Zubat

GROUP	Flying
FIELD MOVE	Cut 1
POKÉ ASSIST	Flying (15 sec)

Browser Comments

It flits around and releases supersonic waves to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 05	P.38
POST-ENDING	MARINE CAVE	B 01	P.38

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 84

EXP. 10

AIRBORNE ○

Effective Poké Assists: Electric, Ice, Rock

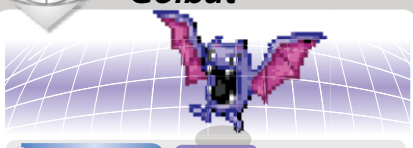
Attacks

Attack Method	Group	Damage
Sonic boom	Normal	1

Zubat unleashes sonic booms to attack, then flits around the area. Draw a wide circle so that it won't touch your Capture Disc or Capture Line, and build the Friendship Gauge in one go to capture Zubat.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-015 Golbat



GROUP: Flying
FIELD MOVE: Crush 2
POKÉ ASSIST: Flying (30 sec)

Browser Comments

It lets loose supersonic waves and spits poison to attack.

Primary Location

PRE-ENDING	CRYSTA CAVE	T01	P.80
POST-ENDING	CRYSTA CAVE	T01	P.80

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1240
EXP.: 130
AIRBORNE: ❍

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Sonic boom	Normal	6
	Toxic sludge	Poison	6

Golbat's attacks will switch between sonic booms and toxic sludge. The sludge spreads into a puddle once it hits the ground, and can inflict 6 points of damage to your Styler. Wait for the puddles to disappear, and for Golbat to let up on its sonic boom attacks, then swoop in and capture Golbat with one touch of your stylus.

R-016 Crobat

GROUP: Flying
FIELD MOVE: Crush 3
POKÉ ASSIST: Flying (45 sec)

Browser Comments

It spits poison and lets loose supersonic waves to attack.

Primary Location

PRE-ENDING	ALTRU BUILDING	K06	P.118
POST-ENDING	ALTRU BUILDING	K06	P.118

CAPTURE TECHNIQUE

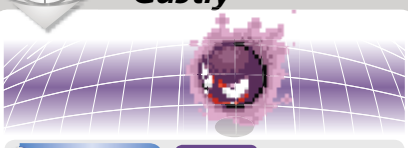
FRIENDSHIP GAUGE: 3750
EXP.: 610
AIRBORNE: ❍

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Toxic sludge	Poison	6
	Toxic shield	Poison	8
	Sonic booms	Normal	6

Crobat spits out toxic sludge that spreads into puddles on the ground, can wrap itself up in a toxic shield, and tosses around sonic booms. Wait until after the sonic booms before you move in for the capture. Be careful as you circle Crobat, you don't want it colliding with your line—you should be able to capture it in one try.

R-017 Gastly



GROUP: Ghost
FIELD MOVE: Psy Power 1
POKÉ ASSIST: Ghost (8 sec)

Browser Comments

It attacks by spitting out eerie orbs.

Primary Location

PRE-ENDING	RANGER SCHOOL	A11	P.26
POST-ENDING	RANGER SCHOOL	A11	P.26

CAPTURE TECHNIQUE

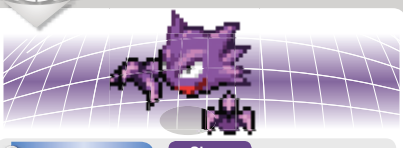
FRIENDSHIP GAUGE: 40
EXP.: 10
AIRBORNE: ❍

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Sinister orbs	Ghost	2

Gastly warps from spot to spot, launching sinister-looking orbs. You never know when it will disappear and reappear, so make as much progress as you can while it's visible. Be careful, because you also never know when Gastly will toss out one of its shadowy orbs.

R-018 Haunter



GROUP: Ghost
FIELD MOVE: Psy Power 2
POKÉ ASSIST: Ghost (16 sec)

Browser Comments

It attacks by spitting out orbs imbued with loathsome emotions.

Primary Location

PRE-ENDING	ALMIA CASTLE	X01	P.80
POST-ENDING	ALMIA CASTLE	K07	P.80

CAPTURE TECHNIQUE

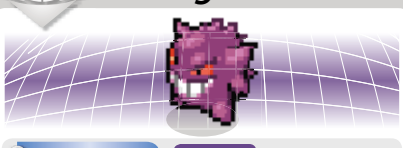
FRIENDSHIP GAUGE: 1400
EXP.: 161
AIRBORNE: ❍

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Anguish orbs	Ghost	5

Haunter appears and disappears while launching its orbs of anguish. The orbs will float around and get in the way of your capture attempt. Wait for Haunter to appear when there are no orbs on the screen, then circle Haunter until its Friendship Gauge is full.

R-019 Gengar



GROUP: Ghost
FIELD MOVE: Psy Power 3
POKÉ ASSIST: Ghost (24 sec)

Browser Comments

It attacks by spitting out eerie orbs and sinister ones imbued with loathing.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω10	P.107
POST-ENDING	ALTRU BUILDING	Ω07	P.118

CAPTURE TECHNIQUE

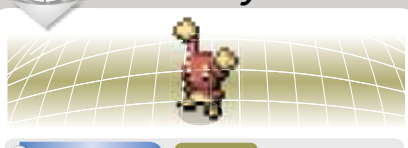
FRIENDSHIP GAUGE: 5200
EXP.: 811
AIRBORNE: –

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Sinister orbs	Ghost	10
	Curse orbs	Ghost	10

Gengar will appear and disappear while chucking sinister orbs and curse orbs. The sinister orbs bounce around Gengar and prevent you from capturing it. Draw a bigger circle that can go around both Gengar and the sinister orbs.

R-020 Buneary



GROUP: Normal
FIELD MOVE: Crush 1
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It quickly hops around and thrashes around to attack.

Primary Location

PRE-ENDING	SCHOOL ROAD	A17	P.28
POST-ENDING	SCHOOL ROAD	A17	P.28

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 71
EXP.: 11
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Bounces around	Normal	1

Buneary will bounce around the screen, and some times will be worse than normal. To capture it, you need to wait for it to calm down right after it's been on a wild tear. Then try to fill its Friendship Gauge all in one go.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-021 Lopunny

GROUP: Normal
FIELD MOVE: Crush 2
POKÉ ASSIST: Normal (20 sec)

Browser Comments
Its jumps create shock waves. It also thrashes around to attack.

Primary Location
PRE-ENDING: VIEN FOREST F 04 P.43
POST-ENDING: VIEN FOREST F 04 P.43

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1716
EXP.: 175
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Shock wave	Normal	7
	Bounces around	Normal	7

Lopunny will bounce all around the screen, sometimes lighting up and bouncing around all over the place. Sometimes it spins its ears to launch a shock wave. Make your circle right after one of these attacks, but keep it wide to stay clear of the hopping Lopunny.

R-022 Happiny

GROUP: Normal
FIELD MOVE: Crush 1
POKÉ ASSIST: Normal (15 sec)

Browser Comments
Its jumps create shock waves. It also throws rocks to attack.

Primary Location
PRE-ENDING: VIEN FOREST F 01 P.41
POST-ENDING: VIEN FOREST F 05 P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 100
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Shock wave	Normal	1
	Throws rocks	Rock	1

Happiny alternates between throwing rocks and shock waves. There's an opening for you to capture it between when it throws rocks and when it launches a shock wave. Just keep your line clear of Happiny as it hops around.

R-023 Starly

GROUP: Flying
FIELD MOVE: None
POKÉ ASSIST: Flying (15 sec)

Browser Comments
It sends out twisters. It also rams to attack.

Primary Location
PRE-ENDING: VIENTOWN (IF YOU CHOSE STARLY) B 06 P.28
POST-ENDING:

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 170
EXP.: 10
AIRBORNE: ❍

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Whirlwinds	Flying	1
	Quick tackle	Normal	2

Starly switches off between launching whirlwinds and using a quick tackle attack. Its attacks are pretty light and spaced far apart, making it easy to capture. Keep circling it between attacks to fill its Friendship Gauge.

R-023 Starly Quest 49, "Starly Lost Its Way"

GROUP: Flying
FIELD MOVE: None
POKÉ ASSIST: Flying (15 sec)

Browser Comments
It sends out twisters. It also rams to attack.

Primary Location
PRE-ENDING:
POST-ENDING: HIPPOWDON TEMPLE Q 13 P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4500
EXP.: 700
AIRBORNE: ❍

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Whirlwinds	Flying	7
	Quick tackle	Normal	13

Just like a regular Starly, the Starly in Quest 49, "Starly Lost Its Way," alternates between attacking with whirlwinds and a quick tackle attack. However, this Starly inflicts a lot more damage when it attacks. So circle it right after it attacks.

R-024 Staravia

GROUP: Flying
FIELD MOVE: Cut 2
POKÉ ASSIST: Flying (30 sec)

Browser Comments
It sends out twisters. It also rams to attack.

Primary Location
PRE-ENDING: PERIL CLIFFS M 01 P.54
POST-ENDING: PERIL CLIFFS M 01 P.54

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 480
EXP.: 34
AIRBORNE: ❍

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Quick tackle	Normal	6
	Whirlwinds	Flying	4

Staravia uses a quick tackle attack and launches whirlwinds that stick around for a bit, inflicting 4 points of damage if they touch your Capture Line. Wait for the whirlwinds to die down and for Staravia to complete its tackle attack, then circle it all in one go.

R-025 Staraptor

GROUP: Flying
FIELD MOVE: Fly
POKÉ ASSIST: Flying (45 sec)

Browser Comments
It creates gusts with its large wings to attack.

Primary Location
PRE-ENDING: RANGER UNION I 01 P.53
POST-ENDING: RANGER UNION I 01 P.53

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 777
EXP.: 70
AIRBORNE: ❍

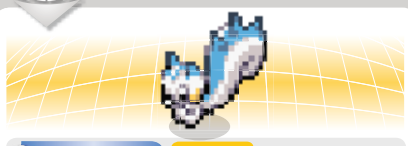
Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Whirlwinds	Flying	5

Staraptor attacks with a frontal whirlwind attack. Otherwise, it just flies calmly around, so it's pretty easy to capture. Strike right after the whirlwind attack, and fill its Friendship Gauge in one go.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-026 Pachirisu



GROUP: Electric
FIELD MOVE: None
POKÉ ASSIST: Electric (8 sec)

Browser Comments

It discharges electricity from all over its body to attack.

Primary Location

PRE-ENDING: VIENTOWN (IF YOU CHOSE PACHIRISU) B06 P.28
POST-ENDING: –

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 170
EXP.: 10
AIRBORNE: –

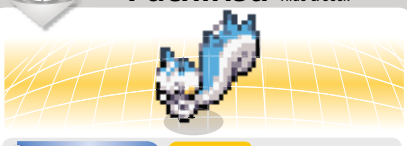
Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Tosses lightning	Electric	1

While Pachirisu hops around, it attacks by throwing lightning in three directions. After that, there's a brief period where it won't attack, so use this time to circle Pachirisu and fill its Friendship Gauge.

R-026 Pachirisu

Quest 47, "Pachirisu's Hide & Seek"



GROUP: Electric
FIELD MOVE: None
POKÉ ASSIST: Electric (8 sec)

Browser Comments

It discharges electricity from all over its body to attack.

Primary Location

PRE-ENDING: –
POST-ENDING: RANGER SCHOOL A08 P.26

CAPTURE TECHNIQUE

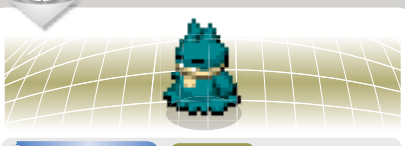
FRIENDSHIP GAUGE: 5000
EXP.: 700
AIRBORNE: –

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Tosses lightning	Electric	7
	Thunder spheres	Electric	7

The Pachirisu in Quest 47, "Pachirisu's Hide & Seek," not only tosses lightning in three directions, but also launches thunder spheres. Circle Pachirisu after its lightning attack but also while there are no thunder spheres on the screen, and fill its Friendship Gauge.

R-027 Munchlax



GROUP: Normal
FIELD MOVE: None
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It thrashes around to attack.

Primary Location

PRE-ENDING: VIENTOWN (IF YOU CHOSE MUNCHLAX) B06 P.28
POST-ENDING: –

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 180
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Thrashes around	Normal	2

Munchlax thrashes around while still moving forward. Right after this attack you should be able to capture it, but make sure it doesn't touch your Capture Line or Disc while you circle it and fill its Friendship Gauge.

R-027 Munchlax

Quest 48, "Things That Go Bump..."

GROUP: Normal
FIELD MOVE: None
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It thrashes around to attack.

Primary Location

PRE-ENDING:
POST-ENDING: CHICOLE VILLAGE E04 P.36

CAPTURE TECHNIQUE

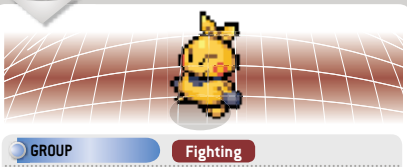
FRIENDSHIP GAUGE: 5000
EXP.: 700
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Thrashes around	Normal	13

The Munchlax that appears in Quest 48, "Things That Go Bump...," has the same attack pattern as the regular Munchlax, but inflicts far more damage. Start circling it right after it attacks, and fill up its Friendship Gauge.

R-028 Makuhita



GROUP: Fighting
FIELD MOVE: Crush 2
POKÉ ASSIST: Fighting (10 sec)

Browser Comments

It attacks with punches and tackles.

Primary Location

PRE-ENDING: CARGO SHIP P02 P.65
POST-ENDING: CARGO SHIP P07 P.65

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 989
EXP.: 71
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Punch	Fighting	5
	Tackle	Normal	5

Makuhita alternates between a punch and a tackle attack. Move in after its tackle attack. Circle it and fill its Friendship Gauge before it can follow up with its punch attack.

R-029 Hariyama

GROUP: Fighting
FIELD MOVE: Crush 3
POKÉ ASSIST: Fighting (15 sec)

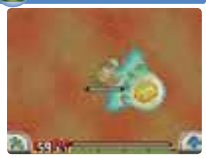
Browser Comments

It attacks with punches, shock waves, and by thrashing about.

Primary Location

PRE-ENDING: VOLCANO CAVE D08 P.91
POST-ENDING: VOLCANO CAVE D08 P.91

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 2320
EXP.: 192
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Punch	Fighting	9
	Thrashes around	Normal	9
	Shock wave	Normal	9

Hariyama has three different kinds of attacks: a punch attack, a wild flailing attack, and a shock wave attack. All are powerful but brief. Use the time between them to circle Hariyama and build up its Friendship Gauge little by little.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-030 Bonsly

GROUP: Rock
FIELD MOVE: Tackle
POKÉ ASSIST: Rock (8 sec)

Browser Comments

It throws stones to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A02	P.25
POST-ENDING	RANGER SCHOOL	A02	P.25

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 84
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Group	Damage
	Throws small stones	Rock	1

Bonsly attacks by throwing stones, but they're not much of a threat—they don't fly very far. The attacks are also easy to predict, because Bonsly bursts into tears before it starts throwing. Circle it once it's done throwing rocks, and fill its Friendship Gauge.

R-031 Sudowoodo

GROUP: Rock
FIELD MOVE: Crush
POKÉ ASSIST: Rock (16 sec)

Browser Comments

It attacks by dropping rocks every so often.

Primary Location

PRE-ENDING	CHROMA ROAD	R01	P.73
POST-ENDING	CHROMA ROAD	R01	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1176
EXP.: 102
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Group	Damage
	Throws rocks	Rock	5

Sudowoodo attacks by making rocks fall from above. The rocks shatter when they hit the ground, increasing the chance of inflicting damage, so lift the stylus when Sudowoodo starts attacking. Circle it right after the attack, and finish the capture before it starts the next round of rocks.

R-032 Slakoth

GROUP: Normal
FIELD MOVE: Cut
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It hardly ever does anything. It may try a cutting slash on occasion.

Primary Location

PRE-ENDING	RANGER SCHOOL	A13	P.25
POST-ENDING	RANGER SCHOOL	A13	P.25

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 88
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Slash attack	Normal	2

Slakoth uses a slashing attack, but its attacks are pretty infrequent—Slakoth doesn't move around much. Relax and feel free to circle Slakoth all in one go, filling its Friendship Gauge.

R-033 Seedot

GROUP: Grass
FIELD MOVE: Tackle
POKÉ ASSIST: Grass (8 sec)

Browser Comments

It attacks by shooting seeds.

Primary Location

PRE-ENDING	CHICOLE PATH	C01	P.36
POST-ENDING	CHICOLE PATH	C01	P.36

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 180
EXP.: 13
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Tosses seeds	Grass	1

Seedot attacks by pitching three seeds in a spread in front of it. You'll know they're coming because Seedot spins like a top before it attacks. After the first attack, it won't attack again for a little while. Use that opportunity to move in and wrap it up in one go.

R-034 Nuzleaf

GROUP: Grass
FIELD MOVE: Tackle
POKÉ ASSIST: Grass (16 sec)

Browser Comments

While protecting itself with leaves, it also scatters them to attack.

Primary Location

PRE-ENDING	CHROMA ROAD	R01	P.73
POST-ENDING	CHROMA ROAD	R01	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1127
EXP.: 103
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Leaf shield	Grass	5
	Throws leaves	Grass	5

Nuzleaf alternates between spinning two leaves in a circle around itself, and throwing leaves around the whole screen. Both attacks unfold gradually, and there's not much time between, so take your time and wrap up Nuzleaf little by little.

R-035 Shiftry

GROUP: Dark
FIELD MOVE: Cut
POKÉ ASSIST: Dark (21 sec)

Browser Comments

It whips up winds with its arms, then sends out twisters to attack.

Primary Location

PRE-ENDING	ALTRU BUILDING	K01	P.118
POST-ENDING	VIEN FOREST	F10	P.43

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4800
EXP.: 600
AIRBORNE: –

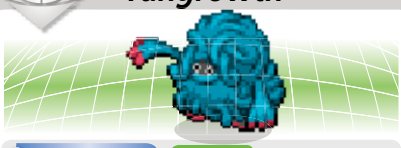
Effective Poké Assists: Fighting, Bug

Attacks	Attack Method	Group	Damage
	Tosses whirlwinds	Flying	7
	Creates whirlwinds	Flying	7

Shiftry alternates between scattering whirlwinds across the screen and causing whirlwinds elsewhere on the screen. Each attack is fired off in quick succession, so there's no time to spare between attacks. Seize the slightest chance to circle Shiftry.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-036 Tangrowth



GROUP: Grass
FIELD MOVE: Tackle 2
POKÉ ASSIST: Grass (32 sec)

Browser Comments

It launches a poison powder to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 03	P.26
POST-ENDING	RANGER SCHOOL	A 14	P.25

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 350
EXP.: 20
AIRBORNE: –

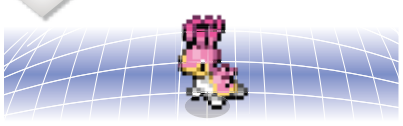
Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Sparkling powder	Poison	1

Tangrowth attacks by throwing sparkling powder in front of it. Make a circle after it's thrown the powder, while it's still moving. Just circle it every chance you get, gradually completing the capture.

R-037 Shellos



GROUP: Water
FIELD MOVE: Soak 1
POKÉ ASSIST: Water (10 sec)

Browser Comments

It spits orbs of water to attack.

Primary Location

PRE-ENDING	VIENTOWN	B 06	P.38
POST-ENDING	VIENTOWN	B 06	P.38

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 105
EXP.: 14
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Throws water	Water	1

Shellos attacks by throwing water in front of it. It takes a lot of time between each attack, so you can also relax and take your time in circling Shellos. Try to fill its Friendship Gauge all in one go.

R-038 Gastrodon

GROUP: Water
FIELD MOVE: Soak 2
POKÉ ASSIST: Water (20 sec)

Browser Comments

It spits orbs of water and hunks of dirt to attack.

Primary Location

PRE-ENDING	MARINE CAVE	D 03	P.38
POST-ENDING	VOLCANO CAVE	D 10	P.90

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 560
EXP.: 25
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Throws water	Water	4
Mud ball	Ground	4

Gastrodon attacks by throwing a ball of water in front or by launching mud balls. As its Friendship Gauge fills up, it can eventually throw four water balls. Lasso Gastrodon in one try right after its water attack, when the mud puddles have disappeared.

R-039 Glameow

GROUP: Normal
FIELD MOVE: Cut 1
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It attacks with cutting slashes.

Primary Location

PRE-ENDING	VIENTOWN	B 06	P.38
POST-ENDING	VIENTOWN	B 06	P.38

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 112
EXP.: 11
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Slash attack	Normal	3

Glameow runs around the screen, unleashing slashing attacks. It will tremble before unleashing a slash attack, so use that as a warning. It doesn't even attack very often, so just be sure to keep up with it while you're circling.

R-040 Purugly

GROUP: Normal
FIELD MOVE: Tackle 2
POKÉ ASSIST: Normal (20 sec)

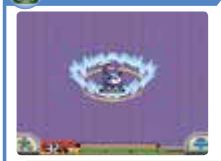
Browser Comments

It attacks with shock waves.

Primary Location

PRE-ENDING	CARGO SHIP	P 01	P.65
POST-ENDING	CARGO SHIP	P 09	P.65

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 2300
EXP.: 110
AIRBORNE: –

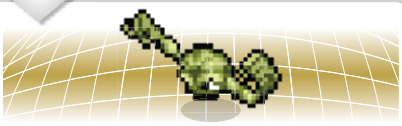
Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Shock wave	Normal	12

Purugly attacks with a full-body shock wave. It trembles before unleashing a shock wave, so you have plenty of warning. Move in for a capture right after it's unleashed the shock wave. Circle it and fill its Friendship Gauge all in one go before it begins another shock wave attack.

R-041 Geodude



GROUP: Rock
FIELD MOVE: Crush 1
POKÉ ASSIST: Rock (8 sec)

Browser Comments

It hurls stones to attack.

Primary Location

PRE-ENDING	MARINE CAVE	D 02	P.38
POST-ENDING	MARINE CAVE	D 02	P.38

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 126
EXP.: 13
AIRBORNE: ○

Effective Poké Assists: Water, Fighting, Steel

Attacks

Attack Method	Group	Damage
Throws stones	Rock	1

Geodude attacks by throwing stones in front of it, but you can see the attack coming—it lifts the stones high above its head before throwing. After throwing stones, Geodude just moves around for a while, so use that chance to circle it all in one go.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-042 Graveler

GROUP: Rock
FIELD MOVE: Crush 2
POKÉ ASSIST: Rock (16 sec)

Browser Comments

It hurls rocks and stones to attack.

Primary Location

PRE-ENDING	MARINE CAVE	D04	P.38
POST-ENDING	MARINE CAVE	D04	P.38

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 700

EXP.: 30
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks

Attack Method	Group	Damage
Throws rocks	Rock	5
Throws stones	Rock	5

Graveler alternates between throwing smaller stones or larger rocks. The rocks shatter when they hit the ground, so watch out for the debris! Graveler is always moving when it's not attacking, so pay attention when making your Capture Line.

R-043 Golem

GROUP: Rock
FIELD MOVE: Crush 4
POKÉ ASSIST: Rock (32 sec)

Browser Comments

It hurls stones to attack. It also opens fissures in the ground.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω01	P.107
POST-ENDING	HIPPOWDON TEMPLE	Ω01	P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4550

EXP.: 544
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks

Attack Method	Group	Damage
Throws rocks	Rock	7
Causes fissures	Ground	7

Golem attacks by throwing rocks in front of it and by creating fissures in the ground. The fissure attack is powerful and covers the whole screen. If you don't lift your stylus in time, you'll take 7 points of damage. Circle Golem between attacks and fill up its Friendship Gauge.

R-044 Nosepass

GROUP: Rock
FIELD MOVE: Crush 2
POKÉ ASSIST: Rock (16 sec)

Browser Comments

It hurls stones to attack.

Primary Location

PRE-ENDING	MARINE CAVE	D02	P.38
POST-ENDING	MARINE CAVE	D02	P.38

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 252

EXP.: 17
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks

Attack Method	Group	Damage
Throws rocks	Rock	2

Nosepass attacks by throwing four rocks in a spread pattern in front of it. The rocks break into gravel upon hitting the ground, which can also inflict damage. Wait until right after it throws the rocks—there's a bit of a lull before the next attack, making Nosepass a relatively easy capture.

R-045 Probopass

GROUP: Rock
FIELD MOVE: Crush 4
POKÉ ASSIST: Rock (32 sec)

Browser Comments

It hurls magnetic hunks. It also triggers rockfalls to attack.

Primary Location

PRE-ENDING	CHROMA RUINS	S18	P.72
POST-ENDING	CHROMA RUINS	S18	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 5500

EXP.: 300
AIRBORNE: ○

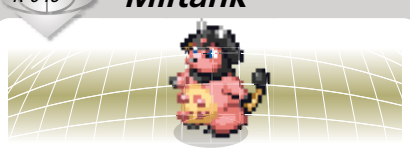
Effective Poké Assists: Water, Fighting, Steel

Attacks

Attack Method	Group	Damage
Magnetic lump	Steel	9
Throws rocks	Rock	9
Steel headbutt	Steel	15

Probopass has three attack patterns: releasing clumps of magnets onto the ground, throwing rocks, and a steel headbutt. It's difficult to loop it in the middle of an attack, so wait for the space of time between attacks, and keep up with Probopass as it moves around.

R-046 Miltank



GROUP: Normal
FIELD MOVE: Tackle 2
POKÉ ASSIST: Normal (20 sec)

Browser Comments

It attacks by letting loose shock waves and thrashing around.

Primary Location

PRE-ENDING	VIENTOWN	B01	P.36
POST-ENDING	CHROMA ROAD	R02	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 294

EXP.: 21
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Thrashes around	Normal	3
Shock wave	Normal	3

Miltank switches between a glowing thrash attack and a shock wave attack. Your chance to circle will be between attacks, while Miltank is moving around. Start circling just as it finishes an attack.

R-047 Cherubi

GROUP: Grass
FIELD MOVE: Tackle 1
POKÉ ASSIST: Grass (8 sec)

Browser Comments

It shoots seeds to attack.

Primary Location

PRE-ENDING	VIEN FOREST	F01	P.41
POST-ENDING	VIEN FOREST	F01	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 185

EXP.: 10
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Tosses seeds	Grass	3

Cherubi attacks by unleashing a spread of five seeds in front of it. Start looping once it finishes an attack. If it starts spitting seeds again, dodge behind it and you'll be fine. Keep wrapping Cherubi as it moves around to fill its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-048 Cherrim

GROUP: Grass
FIELD MOVE: Tackle
POKÉ ASSIST: Grass (16 sec)

Browser Comments

It scatters leaves and seeds to attack.

Primary Location

PRE-ENDING	PERIL CLIFFS	M03	P.54
POST-ENDING	PERIL CLIFFS	M03	P.54

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1161
EXP.: 80
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Tosses seeds	Grass	5
	Scatters leaves	Grass	5

Cherrim attacks by tossing seeds or by scattering leaves. The scattered leaves move randomly, so lift the stylus during that attack. Start looping Cherrim after its attack, and fill its Friendship Gauge.

R-049 Shinx

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (8 sec)

Browser Comments

It discharges electricity from all over its body to attack.

Primary Location

PRE-ENDING	VIEN FOREST	F01	P.41
POST-ENDING	VIEN FOREST	F01	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 140
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Throws lightning	Electric	2

Shinx attacks by hurling lightning in three directions. It won't attack again for a little while, so that's your chance to fill its Friendship Gauge and capture it.

R-050 Luxio

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (16 sec)

Browser Comments

It spits blobs of electricity and discharges electric bolts from its body.

Primary Location

PRE-ENDING	CARGO SHIP	P02	P.65
POST-ENDING	VIEN FOREST	F04	P.43

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1978
EXP.: 99
AIRBORNE: –

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Throws lightning	Electric	6
	Thunder spheres	Electric	6

Luxio alternates between throwing lightning and unleashing thunder spheres. The spheres stay on the screen for a while after hitting the ground, so wait until they've disappeared, right after Luxio's lightning attack. You should be able to capture it in one round.

R-051 Luxray

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (24 sec)

Browser Comments

It discharges electric bolts from its body. It also makes thunderbolts fall.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z09	P.100
POST-ENDING	OIL FIELD HIDEOUT	Z09	P.100

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 6090
EXP.: 620
AIRBORNE: –

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Calls down thunderbolts	Electric	15
	Shoots lightning	Electric	10

Luxray alternates between calling down two large thunderbolts, and shooting lightning from its body. Either one will cause damage if you try circling Luxray during the attack. Circle it after one attack, before the start of the next.

R-052 Turtwig

GROUP: Grass
FIELD MOVE: None
POKÉ ASSIST: Grass (24 sec)

Browser Comments

It attacks by spitting leaves and seeds.

Primary Location

PRE-ENDING	VIENTOWN	B07	P.38
POST-ENDING	You can challenge it post-ending if you did not take on Quest 15 pre-ending		

CAPTURE TECHNIQUE

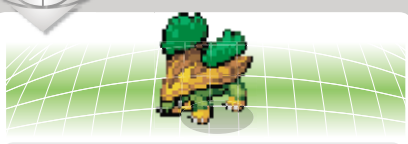
FRIENDSHIP GAUGE: 1075
EXP.: 70
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Vine-growing seeds	Grass	5
	Throws leaves	Grass	5

Turtwig switches between throwing a three-leaf spread in front of it and shooting seeds that grow into vines. Circle Turtwig and fill its Friendship Gauge when it moves to a spot free of vines. Do not circle during its leaf-throwing attacks.

R-053 Grotle



GROUP: Grass
FIELD MOVE: Tackle
POKÉ ASSIST: Grass (16 sec)

Browser Comments

It attacks by launching leaves like daggers.

Primary Location

PRE-ENDING	VIEN FOREST	F04	P.41
POST-ENDING	VIEN FOREST	F04	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 750
EXP.: 30
AIRBORNE: –

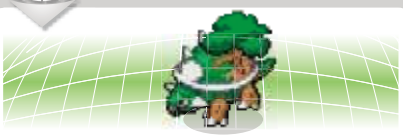
Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Throws leaves	Grass	4

Grotle attacks with a forward spread of five leaves, so circle it between attacks and keep up while it moves around. Fill its Friendship Gauge and capture it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-054 Torterra



GROUP: Grass
FIELD MOVE: Tackle
POKÉ ASSIST: Grass (32 sec)

Browser Comments

It attacks by scattering leaves and shooting seeds.

Primary Location

PRE-ENDING	VIEN FOREST	F05	P.44
POST-ENDING	VIEN FOREST	F05	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 6500
EXP.: 550
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Vine-growing seeds	Grass	10
Scatters leaves	Grass	10

Torterra attacks by scattering leaves and by shooting seeds that grow into vines. The leaves whirl around Torterra to fill the whole screen, but you can protect yourself by lifting the stylus during an attack. Circle Torterra, but be careful not to touch the vines.

R-055 Buizel

GROUP: Water
FIELD MOVE: Soak
POKÉ ASSIST: Water (10 sec)

Browser Comments

It spits orbs of water to attack.

Primary Location

PRE-ENDING	VIEN FOREST	F02	P.41
POST-ENDING	VIEN FOREST	F02	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 135
EXP.: 13
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Throws water	Water	3

Buizel attacks by throwing a ball of water, twice. Circle it between attacks, but stay sharp, because Buizel is fast. Make sure you keep up with it so that it doesn't break your Capture Line.

R-056 Floatzel

GROUP: Water
FIELD MOVE: River Flow
POKÉ ASSIST: Water (20 sec)

Browser Comments

It spits orbs and blobs of water to attack.

Primary Location

PRE-ENDING	UNION ROAD	J03	P.53
POST-ENDING	UNION ROAD	J03	P.53

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1000
EXP.: 100
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Water glob	Water	5
Throws water	Water	5

Floatzel alternates between throwing three rounds of two water balls each, and spitting globules of water. When the globs hit the ground, they turn into puddles that stay on-screen for a while. You have to be careful to avoid them as you circle Buizel and fill its Friendship Gauge. Stop circling and stand by during the water-throwing attack.

R-057 Weedle

GROUP: Bug
FIELD MOVE: Tackle
POKÉ ASSIST: Bug (8 sec)

Browser Comments

It attacks by spitting sticky silk.

Primary Location

PRE-ENDING	VIEN FOREST	F01	P.41
POST-ENDING	VIEN FOREST	F01	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 195
EXP.: 12
AIRBORNE: –

Effective Poké Assists: Fire, Flying, Rock

Attacks

Attack Method	Group	Damage
Spits thread	Bug	2

Weedle attacks by spitting a thread that lingers for a bit on the ground. During this attack, you're free to keep circling Weedle—just make sure you don't touch the string. Dodge behind Weedle during the attack, then resume filling its Friendship Gauge.

R-058 Beedrill

GROUP: Bug
FIELD MOVE: Crush
POKÉ ASSIST: Bug (16 sec)

Browser Comments

It attacks with poison stingers while flying around at high speed.

Primary Location

PRE-ENDING	VIEN FOREST	F01	P.41
POST-ENDING	VIEN FOREST	F01	P.41

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 225
EXP.: 16
AIRBORNE: ❍

Effective Poké Assists: Fire, Flying, Rock

Attacks

Attack Method	Group	Damage
Shoots poison stingers	Poison	3

Beedrill attacks by shooting a wave of 3 poison stingers in front of it. It also moves around very rapidly, making it tough to wrap while in motion. Your best chance is when it stands still right before and right after an attack, and sometimes it will stop for a bit while it moves around.

R-059 Combee

GROUP: Bug
FIELD MOVE: Cut
POKÉ ASSIST: Flying (15 sec)

Browser Comments

It lets loose gusts of wind to attack.

Primary Location

PRE-ENDING	VIEN FOREST	F02	P.44
POST-ENDING	VIEN FOREST	F02	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 140
EXP.: 13
AIRBORNE: ❍

Effective Poké Assists: Fire, Flying, Rock

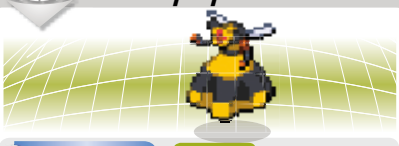
Attacks

Attack Method	Group	Damage
Launches whirlwinds	Flying	1

Combee attacks by launching a single whirlwind in front of it. Combee moves too quickly to be captured easily, so wait until it stands still right before and after an attack. Take every one of these chances you get, and keep circling until its Friendship Gauge is full.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-060 Vespiquen



GROUP: Bug
FIELD MOVE: Crush 3
POKÉ ASSIST: Bug (24 sec)

Browser Comments
It launches gooey blobs and poisonous needles to attack.

Primary Location

PRE-ENDING	CHROMA ROAD	R 01	P.73
POST-ENDING	CHROMA ROAD	R 01	P.73

CAPTURE TECHNIQUE

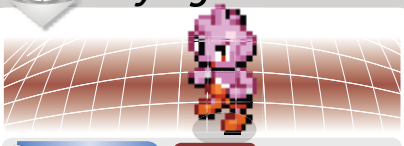
FRIENDSHIP GAUGE: 1560
EXP.: 126
AIRBORNE: ❍

Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	Sticky sludge	Bug	6
	Shoots poison stingers	Poison	6

Vespiquen alternates between spitting a sticky sludge that sticks to the ground, and shooting big poison stingers in front of it. Wait for some space between Vespiquen and the sludge on the ground before you start to circle. During the poison-stinger attack, stop looping and dodge.

R-061 Tyrogue



GROUP: Fighting
FIELD MOVE: Crush 1
POKÉ ASSIST: Fighting (5 sec)

Browser Comments
It dashes about quickly and throws punches to attack.

Primary Location

PRE-ENDING	PUELTOWN	G 01	P.44
POST-ENDING	PUELTOWN	G 01	P.44

CAPTURE TECHNIQUE

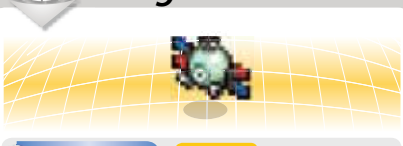
FRIENDSHIP GAUGE: 231
EXP.: 20
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Punch	Fighting	3

Tyrogue attacks by punching, hopping several times before it does so. During this time Tyrogue is very hard to loop. Wait until right after a punch attack, when Tyrogue is just walking around.

R-062 Magnemite



GROUP: Electric
FIELD MOVE: Recharge 2
POKÉ ASSIST: Recharge (10 pt)

Browser Comments
It attacks by sending out bolts of electricity.

Primary Location

PRE-ENDING	PUELTOWN	G 01	P.44
POST-ENDING	PUELTOWN	G 01	P.44

CAPTURE TECHNIQUE

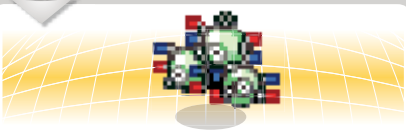
FRIENDSHIP GAUGE: 180
EXP.: 15
AIRBORNE: ❍

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Shoots lightning	Electric	3
	Thunder sphere	Electric	3

Magnemite attacks by shooting lightning in three directions and by launching thunder spheres, so lasso it between attacks. If Magnemite is floating next to a fallen thunder sphere, just go ahead and circle them together.

R-063 Magneton



GROUP: Electric
FIELD MOVE: Recharge 5
POKÉ ASSIST: Recharge (50 pt)

Browser Comments
It discharges electricity from its body. It protects itself with an electric barrier.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z 05	P.100
POST-ENDING	HIPPOWDON TEMPLE	Ω 02	P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1900
EXP.: 250
AIRBORNE: ❍

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Shoots lightning	Electric	6
	Electric shield	Electric	6

Magneton shoots out electric attacks from its body, and protects itself by whirling an electric shield around itself. If you try circling it during either attack, you will probably take damage. Wait for the span of time between attacks to circle it and fill its Friendship Gauge.

R-064 Magnezone

GROUP: Electric
FIELD MOVE: Electrify 3
POKÉ ASSIST: Electric (40 sec)

Browser Comments
It generates magnetism from its body. It protects itself with an electric barrier.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω 17	P.107
POST-ENDING	CARGO SHIP	P 05	P.65

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 14000
EXP.: 2000
AIRBORNE: ❍

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Shoots electricity	Electric	9
	Electric shield	Electric	9
	Magnet balls	Steel	9

Magnezone has three attack patterns: launching three magnet balls, shooting electricity, and creating an electric shield. Dodge during the electric-shooting attack—you can't really circle Magnezone then. You can circle Magnezone during the other attacks, just don't get hit. Pay attention and keep circling.

R-065 Growlithe

GROUP: Fire
FIELD MOVE: Burn 2
POKÉ ASSIST: Fire (10 sec)

Browser Comments
It attacks by breathing fire and throwing tackles.

Primary Location

PRE-ENDING	PUELTOWN	G 01	P.44
POST-ENDING	PUELTOWN	G 01	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 252
EXP.: 21
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws fire	Fire	2
	Tackles	Normal	3

Growlithe attacks by throwing a single flame forward, or by tackling. Get out of the way during the flame-tossing attack. The tackle attack is pretty slow, so you can keep circling Growlithe as long as you adjust your movements.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-066 Arcanine

GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire (20 sec)

Browser Comments
It blasts out expanding rings of fire. It also throws tackles to attack.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z 20	P.101
POST-ENDING	ALTRU TOWER	04	P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3150
EXP.: 326
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage
Tackle	Normal	10
Fire blast	Fire	10

Arcanine attacks by tackling or by unleashing a five-pointed blast of fire at its feet. The tackles are very quick, while the fire blasts cover a large area around Arcanine, so both will impede your circling. Fill up Arcanine's Friendship Gauge in the time between attacks.

R-067 Rattata

GROUP: Normal
FIELD MOVE: Tackle
POKÉ ASSIST: Normal (10 sec)

Browser Comments
It attacks by chomping with its powerful front teeth.

Primary Location

PRE-ENDING	PUELTOWN	G 01	P.44
POST-ENDING	PUELTOWN	G 01	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 92
EXP.: 10
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Bite attack	Dark	4

Rattata uses a bite attack, creating huge teeth that clamp down right in front of it. It's too risky to circle Rattata during this attack. Rattata stops moving right before it attacks, so loop while it's moving around. Keep an eye on its movements while you fill up its Friendship Gauge.

R-068 Raticate

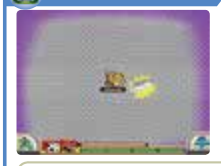
GROUP: Normal
FIELD MOVE: Cut
POKÉ ASSIST: Normal (20 sec)

Browser Comments
It attacks by chomping with its powerful front teeth.

Primary Location

PRE-ENDING	PUELTOWN	G 18	P.45
POST-ENDING	PUELTOWN	G 18	P.45

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 720
EXP.: 34
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Bite attack	Dark	6

Raticate uses a bite attack, and like Rattata's bite attack, the risk of damage is too great for you to circle Raticate during the attack. Circle between attacks, while Raticate is moving around. Follow its movements carefully and fill up its Friendship Gauge.

R-069 Chatot

GROUP: Flying
FIELD MOVE: Cut
POKÉ ASSIST: Flying (15 sec)

Browser Comments
It uses sounds to attack.

Primary Location

PRE-ENDING	PUELTOWN	G 01	P.44
POST-ENDING	PUELTOWN	G 01	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 210
EXP.: 21
AIRBORNE: ○

Effective Poké Assists: Electric, Ice, Rock

Attacks

Attack Method	Group	Damage
Throws notes	Normal	3

Chatot attacks by throwing musical notes. These notes remain on the screen for a while, so you have to steer clear of them when circling Chatot. Catch Chatot when it's clear of the notes, or wait for the notes to disappear.

R-070 Elekid

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (8 sec)

Browser Comments
It attacks by launching electrified orbs.

Primary Location

PRE-ENDING	PUELTOWN	G 04	P.45
POST-ENDING	PUELTOWN	G 04	P.45

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 231
EXP.: 20
AIRBORNE: –

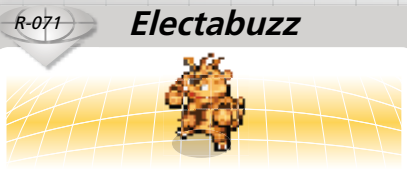
Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Thunder spheres	Electric	3

Elekid attacks by launching thunder spheres. The spheres aren't too big, so just include them in your circles when they're close to Elekid. Just don't hit them when you're filling Elekid's Friendship Gauge.

R-071 Electabuzz



GROUP: Electric
FIELD MOVE: Flash
POKÉ ASSIST: Electric (16 sec)

Browser Comments
It discharges electricity from its body. It attacks by shooting bolts of electricity.

Primary Location

PRE-ENDING	CARGO SHIP	P 06	P.65
POST-ENDING	CARGO SHIP	P 06	P.65

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2070
EXP.: 88
AIRBORNE: –

Effective Poké Assists: Ground

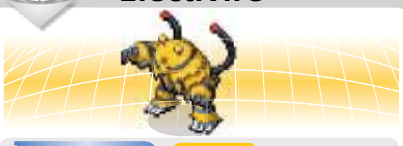
Attacks

Attack Method	Group	Damage
Shoots lightning	Electric	8
Thunder spheres	Electric	8

Electabuzz switches between shooting lightning from its body and launching thunder spheres. Don't circle it while it's throwing around lightning, as you could take heavy damage. Circle in the periods between attacks. When Electabuzz wanders near the fallen thunder balls, just wrap them up all together.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-072 Electivire



GROUP: Electric
FIELD MOVE: Electrify 3
POKÉ ASSIST: Electric (40 sec)

Browser Comments

It discharges electricity from its body. It protects itself with an electric barrier.

Primary Location

PRE-ENDING	RANGER UNION	02	P.113
POST-ENDING	OIL FIELD HIDEOUT	26	P.101

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 13050
EXP.: 3200
AIRBORNE: –

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Shoots lightning	Electric	9
	Thunder spheres	Electric	9
	Electric barrier	Electric	9

Electivire has three attack patterns: spinning a pair of thunder spheres around itself as a barrier, shooting lightning, and launching thunder spheres. Circling it during the shield or the lightning-throwing attack could cause you damage, so wait for the times between attacks.

R-073 Magby

GROUP: Fire
FIELD MOVE: Burn 1
POKÉ ASSIST: Fire (5 sec)

Browser Comments

It attacks by launching fireballs.

Primary Location

PRE-ENDING	PUELTOWN	03	P.44
POST-ENDING	PUELTOWN	03	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 231
EXP.: 20
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws fire	Fire	2

Magby attacks by throwing a single flame forward, twice in a row. Stop circling and just wait, then circle Magby in the time between attacks.

R-074 Magmar

GROUP: Fire
FIELD MOVE: Burn 2
POKÉ ASSIST: Fire (10 sec)

Browser Comments

It attacks by letting loose fireballs and breathing streams of fire.

Primary Location

PRE-ENDING	VOLCANO CAVE	03	P.64
POST-ENDING	VOLCANO CAVE	03	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1140
EXP.: 52
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Spews flames	Fire	5
	Fireball	Fire	5

Magmar attacks by spewing flames or launching fireballs. The flames it spews have quite a range, so just wait for them to end. The fireballs are big and stay on the ground for a while, but you can circle Magmar when it's clear of them.

R-075 Magmortar

GROUP: Fire
FIELD MOVE: Burn 5
POKÉ ASSIST: Fire (25 sec)

Browser Comments

It lets loose flames from its hands. It also has an explosive attack.

Primary Location

PRE-ENDING	–		
POST-ENDING	VOLCANO CAVE	03	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 15300
EXP.: 2500
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Spews flames	Fire	8
	Firewall	Fire	8
	Explosions	Fire	15

Magmortar has three attack patterns: causing explosions, creating a firewall, and spewing flames. Any of these can cause you serious damage if you try to circle Magmortar during them. Wait for the lull between the end of one attack and the beginning of the next, and make the most of each chance you get to circle Magmortar.

R-075 Magmortar

Battle during Mission 16, "Execute Operation Brighton!"

GROUP: Fire
FIELD MOVE: Burn 5
POKÉ ASSIST: Fire (25 sec)

Browser Comments

It lets loose flames from its hands. It also has an explosive attack.

Primary Location

PRE-ENDING	ALTRU TOWER	05	P.119
POST-ENDING	–		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 6200
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Spews flames	Fire	8
	Firewall	Fire	8
	Explosions	Fire	15

When Magmortar is sharing the screen with Rhyperior and Gallade, its main attack will be its explosions. Wait for it to stop attacking so you don't get caught in them, then circle it. Its Friendship Gauge is only half of what it was when you faced it the first time.

R-076 Voltorb

GROUP: Electric
FIELD MOVE: Electrify 2
POKÉ ASSIST: Electric (16 sec)

Browser Comments

It lets loose bolts of electricity to attack. Beware: It may explode!

Primary Location

PRE-ENDING	PUELTOWN	03	P.44
POST-ENDING	PUELTOWN	03	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 252
EXP.: 21
AIRBORNE: –

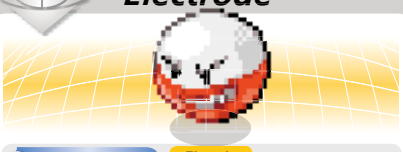
Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Tosses lightning	Electric	3
	Explodes	Normal	5

Voltorb attacks by tossing lightning in three directions and by exploding. Both of these attacks can easily damage you if you try to circle Voltorb during them. Wait for the attacks to end, then circle Voltorb before the next attack begins.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-077 Electrode



GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (24 sec)

Browser Comments

It discharges electricity from its body. Beware: It may explode!

Primary Location

PRE-ENDING	ALTRU BUILDING	K 13	P.118
POST-ENDING	ALTRU BUILDING	K 13	P.118

CAPTURE TECHNIQUE

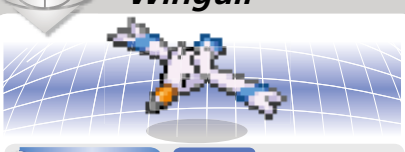
FRIENDSHIP GAUGE: 5000
EXP.: 636
AIRBORNE: –

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Explodes	Normal	30
	Discharge	Electric	7

Electrode attacks by discharging electricity from its body twice in a row, then exploding. Avoid taking damage and just wait for the time between attacks to circle Electrode and build up its Friendship Gauge.

R-078 Wingull



GROUP: Water
FIELD MOVE: Soak
POKÉ ASSIST: Water (10 sec)

Browser Comments

It rams to attack.

Primary Location

PRE-ENDING	PUELTOWN	G 18	P.45
POST-ENDING	PUELTOWN	G 18	P.45

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 252
EXP.: 21
AIRBORNE: ❍

Effective Poké Assists: Electric

Attacks	Attack Method	Group	Damage
	Quick tackle	Normal	3

Wingull attacks with a blindingly fast tackle attack.You should aim for circling Wingull between attacks, but there's still a good chance of your Capture Line getting cut due to Wingull's rapid movements. Just move on and circle again.

R-079 Pelipper

GROUP: Water
FIELD MOVE: Soak
POKÉ ASSIST: Water (30 sec)

Browser Comments

It spits water to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	O 12	P.91
POST-ENDING	VOLCANO CAVE	O 12	P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1920
EXP.: 187
AIRBORNE: ❍

Effective Poké Assists: Electric

Attacks	Attack Method	Group	Damage
	Throws water	Water	7
	Water globs	Water	7

Pelipper attacks by throwing four balls of water in front of it, or by spitting globs of water that turn into puddles. Wrap it up between attacks, taking care not to touch the water puddles.

R-080 Croagunk

GROUP: Poison
FIELD MOVE: None
POKÉ ASSIST: Poison (15 sec)

Browser Comments

It lets loose a poison gas and a poisonous fluid from its mouth to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 16	P.59
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 640
EXP.: 50
AIRBORNE: –

Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Group	Damage
	Poison gas	Poison	3
	Toxic sludge	Poison	3

Croagunk alternates between spitting toxic sludge and emitting poison gas. The sludge spreads into puddles on the ground, which you might end up circling when you wrap up Croagunk. Feel free to do so—it won't hurt your capture.

R-081 Toxicroak

GROUP: Poison
FIELD MOVE: Crush
POKÉ ASSIST: Poison

Browser Comments

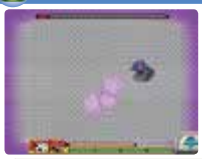
It lets loose a poison gas and a poisonous fluid from its mouth to attack.

Primary Location

PRE-ENDING	PUELTOWN	G 18	P.45
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1440
EXP.: 50
AIRBORNE: –



Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Group	Damage
	Poison gas	Poison	6
	Toxic sludge	Poison	6
	Spreads poison gas	Poison	6

Toxicroak jumps around the screen while switching between launching toxic sludge and poison gas. As its Friendship Gauge fills up, it gains the ability to spread the poison gas over a larger area, and its movements become more aggressive. Keep circling it between attacks.

R-082 Kricketot

GROUP: Bug
FIELD MOVE: None
POKÉ ASSIST: Bug (16 sec)

Browser Comments

It attacks using sounds while hopping around.

Primary Location

PRE-ENDING	CHICOLE VILLAGE	C 08	P.36
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 420
EXP.: 20
AIRBORNE: –

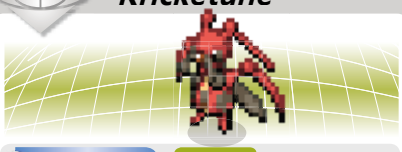
Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	Throws notes	Normal	4

Kricketot attacks by throwing musical notes, which remain on-screen for a while. Circle Kricketot when it's clear of the notes, or wait for them to disappear. Maintain a large circle and keep up with Kricketot as it bounds around the screen.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-083 Kricketune



GROUP: Bug
FIELD MOVE: Cut 2
POKÉ ASSIST: Bug (16 sec)

Browser Comments

It throws gooey blobs. It also attacks using sounds.

Primary Location

PRE-ENDING	VIEN FOREST	F 04	P.43
POST-ENDING	VIEN FOREST	F 04	P.43

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1650
EXP.: 180
AIRBORNE: –

Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	Throws notes	Normal	6
	Sticky liquid	Bug	6

Kricketune attacks by throwing notes and by spitting a sticky liquid, both of which remain on-screen for a while. Move in for the Capture when both have disappeared while Kricketune is moving around the screen.

R-084 Cranidos

GROUP: Rock
FIELD MOVE: None
POKÉ ASSIST: Rock (16 sec)

Browser Comments

It rams with its rock-hard head.

Primary Location

PRE-ENDING	VIEN FOREST	F 01	P.44
POST-ENDING	You can challenge it post-ending if you did not take it on pre-ending in Quest 08		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 420
EXP.: 20
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Group	Damage

Cranidos is an incredibly easy capture—it doesn't attack, moves slowly around the screen, and even stands in place from time to time. Just don't get careless and let it touch your Capture Line or Disc as you fill its Friendship Gauge.

R-085 Rampardos

GROUP: Rock
FIELD MOVE: Tackle 5
POKÉ ASSIST: Rock (40 sec)

Browser Comments

It rams with its rock-hard head. It also hurls stones to attack.

Primary Location

PRE-ENDING	PERIL CLIFFS	M 02	P.55
POST-ENDING	PERIL CLIFFS	M 02	P.55

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3200
EXP.: 85
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Group	Damage
	Headbutt	Normal	15
	Throws rocks	Rock	10
	Drops rocks	Rock	10

Rampardos has three attack patterns: headbutting, throwing rocks, and dropping rocks from above. The rock-dropping attack lasts so long that even if you've made progress on Rampardos' Friendship Gauge, it might drop to zero before the attack is through. Circle Rampardos once between each falling rock to keep the Gauge from draining.

R-086 Finneon

GROUP: Water
FIELD MOVE: Crush 1
POKÉ ASSIST: Water (10 sec)

Browser Comments

It spits bubbles and orbs of water to attack.

Primary Location

PRE-ENDING	PUEL SEA	H 01	P.49
POST-ENDING	PUEL SEA	H 01	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 240
EXP.: 21
AIRBORNE: ○

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Bubble beam	Water	4
	Throws water	Water	4

Finneon attacks by spitting a beam of bubbles. The attack is long and can damage you if you're still circling, so wait until the period between attacks to surround Finneon. Just keep circling until its Friendship Gauge is full.

R-087 Lumineon

GROUP: Water
FIELD MOVE: Crush 2
POKÉ ASSIST: Water (20 sec)

Browser Comments

It spits bubbles and orbs of water to attack.

Primary Location

PRE-ENDING	PUEL SEA	H 05	P.49
POST-ENDING	PUEL SEA	H 05	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 910
EXP.: 50
AIRBORNE: ○

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Throws water	Water	6
	Bubble beam	Water	6

Lumineon alternates between throwing 10 water balls in a row and spewing a beam of bubbles. Both attacks reach all the way to the edge of the screen, making it hard to continue circling. Wait until between attacks to circle Lumineon and build up its Friendship Gauge.

R-088 Chinchou

GROUP: Electric
FIELD MOVE: Recharge
POKÉ ASSIST: Recharge (10 pt)

Browser Comments

It attacks by shooting bolts of electricity.

Primary Location

PRE-ENDING	PUEL SEA	H 01	P.49
POST-ENDING	PUEL SEA	H 01	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 260
EXP.: 20
AIRBORNE: ○

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Throws lightning	Electric	4

Chinchou attacks by throwing lightning in three directions, twice in a row. Stop circling and wait until right after the attack finishes. Then you have until just before the next attack starts to circle and capture Chinchou.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-089 Lanturn

GROUP: Electric
FIELD MOVE: Recharge
POKÉ ASSIST: Recharge (30pt)

Browser Comments

It discharges electricity from its body. It attacks by shooting bolts of electricity.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y01	P.96
POST-ENDING	SEA OF WAILORD	Y01	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1900
EXP.: 200
AIRBORNE: ❍

Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Throws lightning	Electric	5
Discharge	Electric	5

Lanturn alternates between tossing lightning in three directions and discharging electricity from its body. Both of these can cause damage if you're circling. Wait for the attack to end, and then jump right in and circle Lanturn.

R-090 Mantyke

GROUP: Water
FIELD MOVE: Tackle
POKÉ ASSIST: Water (10 sec)

Browser Comments

It spits bubbles to attack.

Primary Location

PRE-ENDING	PUEL SEA	H01	P.49
POST-ENDING	PUEL SEA	H01	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 312
EXP.: 21
AIRBORNE: ❍

Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Spits bubbles	Water	4

Mantyke attacks by spitting a single bubble, which stays on-screen for a little while. Don't let Mantyke touch you while you're wrapping it. Either wait for it to be clear of the bubble, or wrap it together with the bubble, so you won't take damage.

R-091 Mantine

GROUP: Water
FIELD MOVE: Swim
POKÉ ASSIST: Water (10 sec)

Browser Comments

It swims leisurely. It rams to attack.

Primary Location

PRE-ENDING	PUEL SEA	H03	P.49
POST-ENDING	PUEL SEA	H03	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 300
EXP.: 18
AIRBORNE: ❍

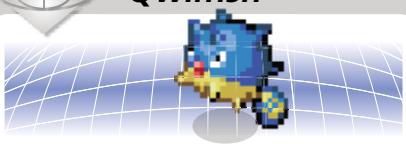
Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Tackle	Normal	4

Mantine attacks by tackling, but moves slowly when it does. You can keep wrapping it without damage to yourself as long as you're careful not to let it touch you.

R-092 Qwilfish



GROUP: Water
FIELD MOVE: Soak
POKÉ ASSIST: Water (10 sec)

Browser Comments

It shoots needles to attack.

Primary Location

PRE-ENDING	PUEL SEA	H02	P.49
POST-ENDING	PUEL SEA	H02	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 450
EXP.: 29
AIRBORNE: ❍

Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Throws quills	Bug	4

Qwilfish attacks by shooting a forward spread of quills or by shooting two quills to each side of it. Keep your Styler on the screen and wait in the safe spot beneath Qwilfish for its attack to end. Keep on circling during the time between attacks.

R-093 Corsola

GROUP: Water
FIELD MOVE: Crush
POKÉ ASSIST: Water (20 sec)

Browser Comments

It blows bubbles from its mouth to attack.

Primary Location

PRE-ENDING	PUEL SEA	H01	P.49
POST-ENDING	PUEL SEA	H01	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 500
EXP.: 25
AIRBORNE: ❍

Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Spits bubbles	Water	5

Corsola attacks by spitting a single bubble, which hangs around for a while on-screen. Be careful not to touch the bubble as you circle Corsola, but you can just scoop both of them up together and avoid taking damage.

R-094 Staryu

GROUP: Water
FIELD MOVE: Cut
POKÉ ASSIST: Water (10 sec)

Browser Comments

It attacks by launching strange orbs and by spinning around.

Primary Location

PRE-ENDING	PUEL SEA	H02	P.49
POST-ENDING	PUEL SEA	H02	P.49

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 288
EXP.: 22
AIRBORNE: ❍

Effective Poké Assists:

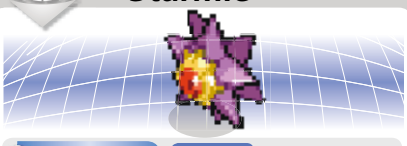
Attacks

Attack Method	Group	Damage
Strange orb	Psychic	2
Tears around	Normal	4

Staryu alternates between tossing a strange orb in front of it, spinning like a discus across the screen, or thrashing around. Your time to circle it will begin the moment it's done attacking, and ends the moment it starts its next attack.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-095 Starmie



GROUP: Water
FIELD MOVE: Cut
POKÉ ASSIST: Water (30 sec)

Browser Comments

It attacks by launching strange orbs and by spinning around.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y02	P.96
POST-ENDING	SEA OF WAILORD	Y06	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2375
EXP.: 224
AIRBORNE: ❍

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Strange orb	Psychic	6
	Tears around	Normal	8

Starmie switches off between tossing two strange orbs to each of its sides, spinning like a discus across the screen, and thrashing around. All of these pose a high risk of inflicting damage. There's only a short time between attacks, so you don't have much time to circle Starmie. Completing the capture will take some patience.

R-096 Sharpedo

GROUP: Water
FIELD MOVE: Crush
POKÉ ASSIST: Water (40 sec)

Browser Comments

It swims around at wicked speed. It attacks by biting and ramming.

Primary Location

PRE-ENDING	PUEL SEA	H05	P.49
POST-ENDING	SEA OF WAILORD	Y05	P.95

CAPTURE TECHNIQUE

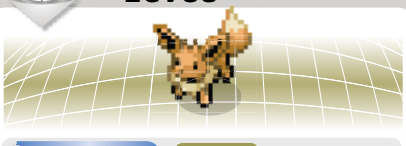
FRIENDSHIP GAUGE: 910
EXP.: 60
AIRBORNE: ❍

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Bite attack	Dark	5
	Charge attack	Normal	5

Sharpedo alternates between biting twice as it changes direction, and doing a charge attack. Both of these can make it hard to circle. In between attacks, match Sharpedo's movements and circle it.

R-097 Eevee



GROUP: Normal
FIELD MOVE: Tackle
POKÉ ASSIST: Normal (10 sec)

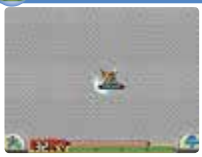
Browser Comments

It quickly dashes about and charges to attack.

Primary Location

PRE-ENDING	PUELTOWN	G18	P.48
POST-ENDING	PUELTOWN	G18	P.48

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 210
EXP.: 20
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Quick tackle	Normal	3

Eevee attacks with a fast tackle, so circle it between attacks. Match its movements as you circle it and fill up its Friendship Gauge.

R-098 Vaporeon

GROUP: Water
FIELD MOVE: Soak
POKÉ ASSIST: Water (30 sec)

Browser Comments

It attacks by letting loose blobs of water and bubbles from its mouth.

Primary Location

PRE-ENDING	ALMIA CASTLE	X11	P.82
POST-ENDING	ALTRU TOWER	ⓜ01	P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2900
EXP.: 230
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Group	Damage
	Water globs	Water	9
	Bubble beam	Water	9

Vaporeon switches off between a bubble beam attack and spitting globs of water that turn into puddles. The bubble beam attack lasts for a good while, and it's too risky to try circling Vaporeon then. Wait until Vaporeon is moving around before you start to circle it, being careful not to touch the puddles.

R-099 Jolteon

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (24 sec)

Browser Comments

It attacks by discharging bolts of electricity from all over its body.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z09	P.100
POST-ENDING	HARUBA DESERT	∂01	P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3780
EXP.: 500
AIRBORNE: –

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Throws lightning	Electric	9
	Thunder spheres	Electric	9

Jolteon attacks by throwing lightning in three directions two to four times in a row. It also spits out three thunder spheres at once. You don't have enough time between attacks to make many loops, but watch for your chance and keep circling, and you'll eventually fill Jolteon's Friendship Gauge.

R-100 Flareon

GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire (15 sec)

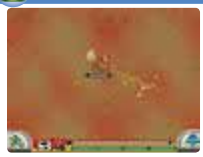
Browser Comments

It attacks by spitting fireballs and breathing streams of fire.

Primary Location

PRE-ENDING	VOLCANO CAVE	O03	P.91
POST-ENDING	VOLCANO CAVE	O03	P.91

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 1920
EXP.: 184
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Spits fire	Fire	7
	Flamethrower	Fire	7

Flareon attacks by spitting fire or with a flamethrower attack that shoots flames in all directions. The flamethrower attack is especially dangerous, so hold off circling until the attack ends, and then circle it before the next one begins.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-101 Espeon

GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (30 sec)

Browser Comments

It spits eerie orbs of energy to attack. It protects itself with a psychic barrier.

Primary Location

PRE-ENDING: HIPPOWDON TEMPLE Q15 P.107
POST-ENDING: HIPPOWDON TEMPLE Q15 P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3250
EXP.: 525
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Psi barrier	Psychic	7
Strange substance	Psychic	7
Eerie orbs	Psychic	7

Espeon has three attack patterns: throwing eerie orbs in front of it, spinning a psi barrier around itself, and spitting a strange substance. Circle Espeon between attacks, but not while its psi barrier is up—it can cause damage to your Styler.

R-102 Umbreon

GROUP: Dark
FIELD MOVE: Cut
POKÉ ASSIST: Dark (21 sec)

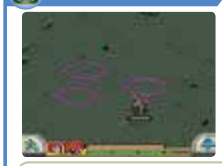
Browser Comments

It attacks by releasing a dark pulse.

Primary Location

PRE-ENDING: CHROMA RUINS S06 P.72
POST-ENDING: CHROMA RUINS S06 P.72

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 2900
EXP.: 270
AIRBORNE: –

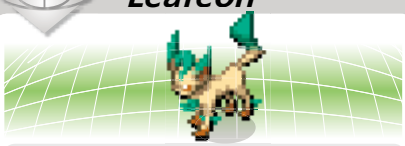
Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black shock wave	Dark	10

Umbreon attacks by unleashing several black shock waves that appear randomly all over the screen. Lift your stylus when Umbreon is attacking so it can't hurt you, then lasso up Umbreon before it begins its next attack.

R-103 Leafeon



GROUP: Grass
FIELD MOVE: Cut
POKÉ ASSIST: Grass (24 sec)

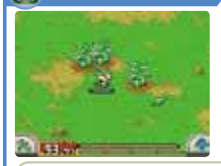
Browser Comments

It scatters leaves and makes vines grow out of the ground to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: VIEN FOREST F04 P.43

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 8500
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Leaf shield	Grass	9
Vine pillars	Grass	9
Throws leaves	Grass	9

Leafeon has three attack patterns: it might throw one big leaf, spin three leaves around itself, or raise up vines from the earth. You can't circle Leafeon while it's protected by the spinning leaves, so wait until they're gone, then circle Leafeon while carefully avoiding the vine pillars.

R-104 Glaceon

GROUP: Ice
FIELD MOVE: Crush
POKÉ ASSIST: Ice (30 sec)

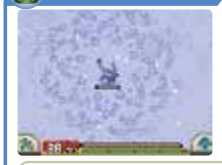
Browser Comments

It shoots an icy beam from its mouth. It also attacks with hunks of ice.

Primary Location

PRE-ENDING: —
POST-ENDING: ICE LAKE W04 P.81

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 7900
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Hail	Ice	8
Ice beam	Ice	16
Blizzard shield	Ice	8

Glaceon has three distinct attacks: dropping three pieces of hail, an ice beam that shoots straight to the edge of the screen, and a blizzard shield. The hail turns into three large ice pillars upon landing, making it hard to circle Glaceon. Wait until they fade before you circle Glaceon.

R-105 Mareep

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (8 sec)

Browser Comments

It attacks by shooting bolts of electricity.

Primary Location

PRE-ENDING: UNION ROAD J01 P.53
POST-ENDING: UNION ROAD J01 P.53

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 860
EXP.: 40
AIRBORNE: –

Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Tosses lightning	Electric	5
Thunder sphere	Electric	5

Mareep attacks by tossing lightning in three directions or by launching thunder spheres. Circle it between attacks. If it happens to be near a fallen thunder sphere, just lasso the two of them at the same time.

R-106 Flaaffy

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (16 sec)

Browser Comments

It attacks by shooting bolts of electricity.

Primary Location

PRE-ENDING: CHROMA ROAD R01 P.73
POST-ENDING: CHROMA ROAD R01 P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1274
EXP.: 103
AIRBORNE: –

Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Tosses lightning	Electric	5
Thunder spheres	Electric	5

Flaaffy attacks by tossing lightning and by launching thunder spheres. The lightning attack creates about seven thunderbolts around Flaaffy at once, so play it safe and lift the stylus to prevent damage. Circle Flaaffy once they're gone, and be careful not to touch the thunder spheres.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-107 Ampharos

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (24 sec)

Browser Comments

It attacks by scattering charged orbs of electricity and shooting electric bolts.

Primary Location

PRE-ENDING	ALTRU BUILDING	K15	P.118
POST-ENDING	ALTRU TOWER	m02	P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3900
EXP.: 671
AIRBORNE: –

Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Throws lightning	Electric	6
Thunder spheres	Electric	6

Ampharos attacks by unleashing three thunder spheres or by tossing lightning bolts around it three times in a row. Each of these attacks can cause you damage, so wait for them to cease, and the thunder spheres to vanish, before you loop Ampharos and fill its Friendship Gauge.

R-108 Aipom

GROUP: Normal
FIELD MOVE: Tackle
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It attacks by throwing rocks with its tail and by tackling.

Primary Location

PRE-ENDING	UNION ROAD	J01	P.53
POST-ENDING	UNION ROAD	J01	P.53

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 281
EXP.: 22
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Throws stones	Rock	3
Rampages around	Normal	5

Aipom alternates between heaving a single stone in front of it and tearing wildly across the screen. Don't circle it while it's throwing stones, but keep going the rest of the time. Just keep your circles wide enough so that when Aipom is rampaging around, you won't get hit.

R-109 Ambipom

GROUP: Normal
FIELD MOVE: Crush
POKÉ ASSIST: Normal (20 sec)

Browser Comments

It hurls rocks and stones with its tails to attack.

Primary Location

PRE-ENDING	VIEN FOREST	F03	P.44
POST-ENDING	VIEN FOREST	F03	P.44

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1350
EXP.: 65
AIRBORNE: –

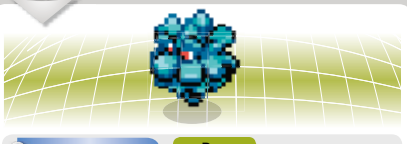
Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Throws stones	Rock	7
Throws rocks	Rock	7

Ambipom alternates between throwing two stones or two larger rocks in front of it. Both of these can be avoided if you just stop circling Ambipom for the duration. Ambipom hops as it moves around, so keep your eyes open as you circle it to avoid it breaking your Capture Line.

R-110 Pineco



GROUP: Bug
FIELD MOVE: Tackle
POKÉ ASSIST: Bug (8 sec)

Browser Comments

It blows itself up.

Primary Location

PRE-ENDING	UNION ROAD	J03	P.53
POST-ENDING	UNION ROAD	J03	P.53

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 338
EXP.: 22
AIRBORNE: ❍

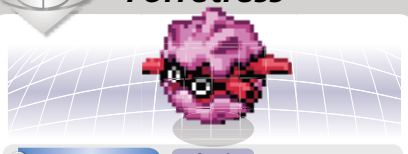
Effective Poké Assists: Fire, Flying, Rock

Attacks

Attack Method	Group	Damage
Explodes	Normal	7

Pineco attacks by exploding. The explosion consumes the entire area around it, so stop circling when it happens and move away from Pineco. Keep circling Pineco while it's moving around and right before and right after its attacks.

R-111 Forretress



GROUP: Steel
FIELD MOVE: Crush
POKÉ ASSIST: Steel (20 sec)

Browser Comments

It flings gooey blobs. Beware: it may explode.

Primary Location

PRE-ENDING	VIEN FOREST	F10	P.43
POST-ENDING	VIEN FOREST	F10	P.43

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1716
EXP.: 160
AIRBORNE: ❍

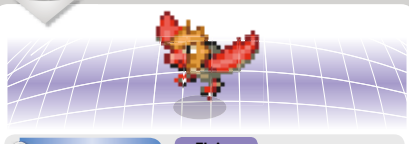
Effective Poké Assists: Fire, Fighting

Attacks

Attack Method	Group	Damage
Sticky sludge	Bug	6
Explodes	Normal	10

Forretress alternates between spitting sticky sludge and exploding. When you circle it, be careful not to touch the sticky sludge remaining on the ground. When the explosion comes, stop circling and dodge to avoid the damage.

R-112 Spearow



GROUP: Flying
FIELD MOVE: Cut
POKÉ ASSIST: Flying (15 sec)

Browser Comments

It attacks by whipping up twisters with its wings.

Primary Location

PRE-ENDING	PERIL CLIFFS	M01	P.54
POST-ENDING	PERIL CLIFFS	M01	P.54

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 320
EXP.: 30
AIRBORNE: ❍

Effective Poké Assists: Electric, Ice, Rock

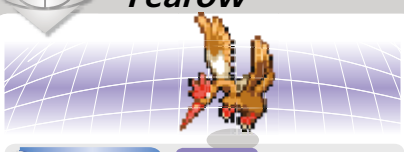
Attacks

Attack Method	Group	Damage
Whirlwind	Flying	4
Quick tackle	Normal	5

Spearow attacks by sending out a single whirlwind, or by using a quick tackle attack. Circle it between attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-113 Fearow



GROUP: Flying
FIELD MOVE: Cut 3
POKÉ ASSIST: Flying (45 sec)

Browser Comments

It flies around at high speed and charges to attack.

Primary Location

PRE-ENDING	HARUBA DESERT	01	P.106
POST-ENDING	HARUBA DESERT	01	P.106

CAPTURE TECHNIQUE

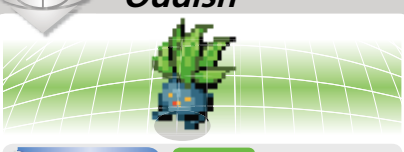
FRIENDSHIP GAUGE: 2500
EXP.: 300
AIRBORNE: ○

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	Whirlwind	Flying	5
	Quick tackle	Normal	7

Fearow alternates between unleashing four whirlwinds in a row and using a quick tackle attack. The whirlwinds grow and wander to the bottom of the screen, so all you have to do is wait for them to disappear.

R-114 Oddish



GROUP: Grass
FIELD MOVE: Cut 1
POKÉ ASSIST: Grass (8 sec)

Browser Comments

It attacks by shooting its leaves and letting loose poisonous pollen.

Primary Location

PRE-ENDING	UNION ROAD	03	P.53
POST-ENDING	UNION ROAD	03	P.53

CAPTURE TECHNIQUE

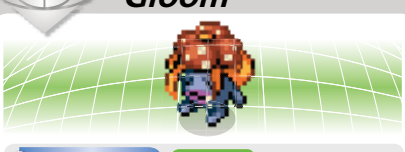
FRIENDSHIP GAUGE: 312
EXP.: 21
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Poison pollen	Poison	4
	Throws leaves	Grass	4

Oddish alternates between tossing a spread of three leaves in front of it and spewing poison pollen. The pollen spreads over a larger area after Oddish spits it, so wait for it to disappear before circling Oddish between attacks.

R-115 Gloom



GROUP: Grass
FIELD MOVE: Cut 2
POKÉ ASSIST: Grass (16 sec)

Browser Comments

It attacks by scattering clouds of poisonous pollen.

Primary Location

PRE-ENDING	VOLCANO CAVE	07	P.64
POST-ENDING	CHROMA HIGHLANDS	01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 912
EXP.: 65
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Poison pollen	Poison	4

Gloom attacks by spitting poison pollen in front and scattering it across the screen. To protect yourself from the pollen you should lift the stylus from the screen entirely. Then circle Gloom between attacks to fill its Friendship Gauge.

R-116 Vileplume

GROUP: Poison
FIELD MOVE: Cut 3
POKÉ ASSIST: Poison (15 sec)

Browser Comments

It attacks by scattering different kinds of pollen.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	02	P.72
POST-ENDING	CHROMA HIGHLANDS	02	P.72

CAPTURE TECHNIQUE

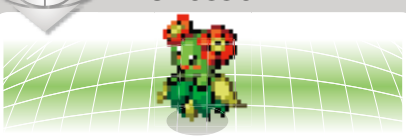
FRIENDSHIP GAUGE: 2500
EXP.: 150
AIRBORNE: –

Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Group	Damage
	Poison pollen	Poison	8
	Scatters pollen	Grass	8

Vileplume alternates between scattering toxic pollen and regular pollen. Both attacks consume a large area, so it's best to retreat to a spot far away or just lift the stylus off the screen. But keep circling Vileplume between attacks.

R-117 Bellossom



GROUP: Grass
FIELD MOVE: Cut 3
POKÉ ASSIST: Grass (24 sec)

Browser Comments

While protecting itself with leaves, it also scatters them to attack.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	16	P.107
POST-ENDING	HIPPOWDON TEMPLE	16	P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2600
EXP.: 501
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Leaf shield	Grass	7
	Throws leaves	Grass	7

Bellossom attacks by throwing leaves or whirling three leaves around itself. The leaves swirl out from Bellossom to cover the whole screen, so just lift the stylus when that happens. Circle Bellossom carefully to make sure you don't touch any flying leaves.

R-118 Yanma

GROUP: Flying
FIELD MOVE: Cut 2
POKÉ ASSIST: Flying (30 sec)

Browser Comments

It flits around while launching supersonic waves and shock waves.

Primary Location

PRE-ENDING	UNION ROAD	03	P.53
POST-ENDING	UNION ROAD	03	P.35

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 300
EXP.: 23
AIRBORNE: ○

Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Group	Damage
	White blades	Normal	4
	Sonic boom	Normal	7

Yanma attacks by throwing a single white blade or by unleashing sonic booms. The sonic booms cover a large area around Yanma, making it too dangerous to circle at that time. Instead, wait until it's moving around, taking care to keep up with its movements.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-119 Yanmega

GROUP: Bug
FIELD MOVE: None
POKÉ ASSIST: Bug

Browser Comments

It spits gooey silk. It attacks by letting loose shock waves.

Primary Location

PRE-ENDING: ALTRU PARK — L01 P.118
POST-ENDING: —

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4500
EXP.: 1100
AIRBORNE: ❍

Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	White blades	Normal	6
	Sonic boom	Normal	8
	Spits thread	Bug	6

Yanmega has three attack patterns: throwing a single white blade, spitting a thread, and unleashing a sonic boom. Circle it between attacks, being careful not to touch any thread left on the ground. Dodge the expanding sonic booms by moving away from Yanmega.

R-120 Larvitar

GROUP: Ground
FIELD MOVE: Crush 1
POKÉ ASSIST: Rock (8 sec)

Browser Comments

It hurls rocks and stones to attack.

Primary Location

PRE-ENDING: PERIL CLIFFS — M01 P.54
POST-ENDING: PERIL CLIFFS — M01 P.54

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 416
EXP.: 30
AIRBORNE: –

Effective Poké Assists: Grass, Water, Ice

Attacks	Attack Method	Group	Damage
	Throws rocks	Rock	4
	Throws stones	Rock	4

Larvitar alternates between throwing a single stone or a larger rock in front of it. Just stop circling during these attacks and you won't have to worry about getting hit. Take your shot between attacks, and just keep circling Larvitar until its Friendship Gauge is full.

R-121 Pupitar

GROUP: Ground
FIELD MOVE: Crush 2
POKÉ ASSIST: Ground (10 sec)

Browser Comments

It leaps around incredibly quickly while ramming to attack.

Primary Location

PRE-ENDING: CHROMA RUINS — S02 P.72
POST-ENDING: CHROMA RUINS — S02 P.72

CAPTURE TECHNIQUE

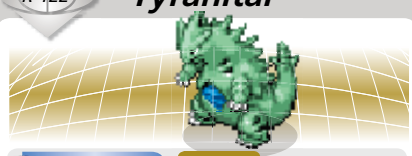
FRIENDSHIP GAUGE: 1300
EXP.: 117
AIRBORNE: ❍

Effective Poké Assists: Water, Ice

Attacks	Attack Method	Group	Damage
	Thrashes around	Normal	7

Pupitar attacks by thrashing wildly around the screen. It's difficult to circle during that time, so wait until the attack is over. Circle Pupitar and fill its Friendship Gauge before the next attack.

R-122 Tyranitar



GROUP: Rock
FIELD MOVE: Crush 4
POKÉ ASSIST: Dark (28 sec)

Browser Comments

It is a vicious Pokémon that triggers rockfalls and shoots beams from its mouth.

Primary Location

PRE-ENDING: HIPPOWDON TEMPLE — Ω14 P.107
POST-ENDING: HIPPOWDON TEMPLE — Ω14 P.107

CAPTURE TECHNIQUE

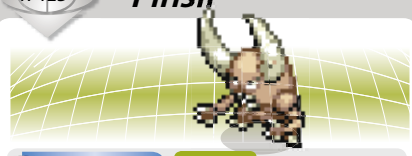
FRIENDSHIP GAUGE: 8750
EXP.: 860
AIRBORNE: –

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Group	Damage
	Drops rocks	Rock	11
	Black shock wave	Dark	11
	Powerful beam	Normal	20

Tyranitar has three attack patterns: dropping rocks from above, unleashing a black shock wave, and shooting a powerful beam straight to the edge of the screen. Each of these attacks can heavily damage you while you're circling, so jump in between attacks, racking up loops as quickly as you can.

R-123 Pinsir



GROUP: Bug
FIELD MOVE: Cut 2
POKÉ ASSIST: Bug (16 sec)

Browser Comments

It rams with the powerful horns on its head to attack.

Primary Location

PRE-ENDING: PERIL CLIFFS — M03 P.54
POST-ENDING: PERIL CLIFFS — M03 P.54

CAPTURE TECHNIQUE

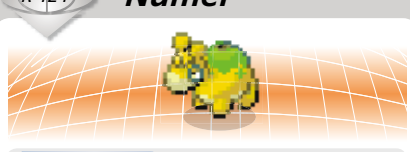
FRIENDSHIP GAUGE: 1500
EXP.: 61
AIRBORNE: –

Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	Headbutt	Normal	10

Pinsir attacks with a powerful forward headbutt. You can continue circling from the end of one attack right up until the next one. Follow Pinsir's movements and fill its Friendship Gauge.

R-124 Numel



GROUP: Fire
FIELD MOVE: Burn 1
POKÉ ASSIST: Ground (5 sec)

Browser Comments

It spits embers and blobs of fire to attack.

Primary Location

PRE-ENDING: PERIL CLIFFS — M03 P.54
POST-ENDING: PERIL CLIFFS — M03 P.54

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 448
EXP.: 31
AIRBORNE: –

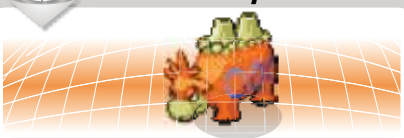
Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flame	Fire	3
	Fireball	Fire	3

Numel switches between throwing a flame in front of it and unleashing a single fireball. The fireball stays on the ground for a while, but you'll be fine if you just wait for it to go away. Circle Numel between attacks until you fill its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-125 Camerupt



GROUP: Fire
FIELD MOVE: Burn 3
POKÉ ASSIST: Fire (15 sec)

Browser Comments
It spits embers and, from its back, lobs blobs of fire.

Primary Location
PRE-ENDING: CRYSTA CAVE — T02 P.80
POST-ENDING: CRYSTA CAVE — T02 P.80

CAPTURE TECHNIQUE

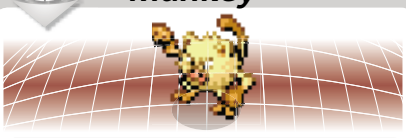
FRIENDSHIP GAUGE: 3720
EXP.: 320
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flame	Fire	10
	Fireball	Fire	10

Camerupt attacks by throwing a forward spread of five flames, or by spreading multiple fireballs. The fireballs remain on the ground for a while, so retreat to a safe spot until they disappear instead of trying to circle Camerupt, then circle between attacks.

R-126 Mankey



GROUP: Fighting
FIELD MOVE: Crush 1
POKÉ ASSIST: Fighting (5 sec)

Browser Comments
It angers easily and thrashes about. It is easier to capture after it thrashes.

Primary Location
PRE-ENDING: PERIL CLIFFS — M03 P.54
POST-ENDING: PERIL CLIFFS — M03 P.54

CAPTURE TECHNIQUE

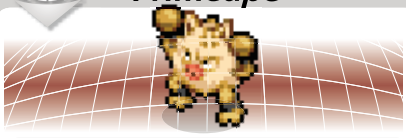
FRIENDSHIP GAUGE: 384
EXP.: 31
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Thrash	Normal	6

Mankey attacks by thrashing wildly across the screen. Eventually it tires itself out and stops moving, which is the perfect chance for you to circle it. Keep going until the start of the next attack.

R-127 Primeape



GROUP: Fighting
FIELD MOVE: Crush 3
POKÉ ASSIST: Fighting (15 sec)

Browser Comments
It thrashes about extremely wildly. It is easier to capture when it stops.

Primary Location
PRE-ENDING: ALTRU BUILDING — K06 P.118
POST-ENDING: ALTRU TOWER — m04 P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3750
EXP.: 620
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Thrash	Normal	10

Just like Mankey, Primeape attacks by thrashing wildly across the screen. It makes two rounds in one attack, leaving you less time to circle it. Circle it right after an attack, when Primeape is standing still due to exhaustion. Go as fast as you can and fill up its Friendship Gauge.

R-128 Gligar

GROUP: Ground
FIELD MOVE: Cut 1
POKÉ ASSIST: Flying (15 sec)

Browser Comments
It flits around, ramming and slashing to attack.

Primary Location
PRE-ENDING: PERIL CLIFFS — M03 P.54
POST-ENDING: PERIL CLIFFS — M03 P.54

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 448
EXP.: 32
AIRBORNE: ❍

Effective Poké Assists: Water, Ice

Attacks	Attack Method	Group	Damage
	Slash	Normal	6
	Quick tackle	Normal	6

Gligar attacks by swinging its arm down and slashing in front of it, or with a quick tackle attack. Both of these can damage you while you're circling, so circle Gligar between attacks.

R-129 Gliscor

GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Flying

Browser Comments
It launches twisters and hunks of dirt. It also rams to attack.

Primary Location
PRE-ENDING: OIL FIELD HIDEOUT — Z26 P.101
POST-ENDING: —

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 16100
EXP.: 2800
AIRBORNE: ❍

Effective Poké Assists: Water, Ice

Attacks	Attack Method	Group	Damage
	Whirlwind	Flying	9
	Mud ball	Ground	9
	Thrash	Normal	12

Gliscor attacks by throwing two whirlwinds in front of it, unleashing mud balls, or thrashing about wildly. It moves faster the higher its Friendship Gauge gets, and eventually throws four whirlwinds instead of two. Watch out for the mud puddles on the ground, and circle Gliscor between attacks.

R-130 Mawile

GROUP: Steel
FIELD MOVE: Crush 2
POKÉ ASSIST: Steel (20 sec)

Browser Comments
It launches magnetic hunks to attack. It also bites.

Primary Location
PRE-ENDING: PERIL CLIFFS — M03 P.54
POST-ENDING: PERIL CLIFFS — M03 P.54

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 480
EXP.: 34
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Ground

Attacks	Attack Method	Group	Damage
	Bite	Dark	6
	Magnet clumps	Steel	4

Mawile attacks by biting with the huge teeth on the back of its head, or by shooting out magnetic clumps. Wait for the bite attack to end and then circle Mawile while avoiding the magnets left on the floor.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-131 Aron

GROUP: Steel
FIELD MOVE: Tackle Lv 1
POKÉ ASSIST: Steel (10 sec)

Browser Comments

It rams with its iron head to attack.

Primary Location

PRE-ENDING	PERIL CLIFFS	M 04	P.55
POST-ENDING	PERIL CLIFFS	M 04	P.55

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 416
EXP.: 30
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Ground

Attacks	Attack Method	Group	Damage
	Steel headbutt	Steel	5

Aron attacks with a forward steel headbutt. Circle it between attacks as much as you can, and be sure to match its movements.

R-132 Lairon

GROUP: Steel
FIELD MOVE: Tackle Lv 2
POKÉ ASSIST: Steel (20 sec)

Browser Comments

It rams with its iron head to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	O 04	P.64
POST-ENDING	VOLCANO CAVE	O 04	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1710
EXP.: 79
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Ground

Attacks	Attack Method	Group	Damage
	Steel headbutt	Steel	7

Lairon attacks with two to three steel headbutts in a row, sometimes changing direction in the middle. Dodge behind Lairon and keep circling it between attacks.

R-133 Aggron

GROUP: Steel
FIELD MOVE: Tackle Lv 4
POKÉ ASSIST: Steel (40 sec)

Browser Comments

It opens up fissures in the ground. It also rams to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	O 14	P.91
POST-ENDING	VOLCANO CAVE	O 14	P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 7200
EXP.: 500
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Ground

Attacks	Attack Method	Group	Damage
	Steel headbutt	Steel	15
	Fissure	Ground	10

Aggron alternates between attacking with a steel headbutt and creating a huge fissure that extends to the edge of the screen. Circling Aggron during either attack is tough, so dodge around behind Aggron during an attack, and when it's over, circle Aggron as fast as you can.

R-134 Doduo

GROUP: Normal
FIELD MOVE: Agility
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It attacks by pecking with its sharp beaks and charging.

Primary Location

PRE-ENDING	UNION ROAD	J 01	P.53
POST-ENDING	RANGER UNION	J 01	P.53

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 330
EXP.: 20
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Peck	Flying	4
	Tackle	Normal	4

Doduo attacks by pecking in front of it or by tackling. The peck attack is short, while the tackle attack is more casual. Keep your circle wide enough and you should be able to keep circling Doduo during its attacks.

R-135 Dodrio

GROUP: Normal
FIELD MOVE: Tackle Lv 2
POKÉ ASSIST: Normal (20 sec)

Browser Comments

It attacks by pecking with its sharp beaks.

Primary Location

PRE-ENDING	CHROMA ROAD	R 02	P.73
POST-ENDING	CHROMA ROAD	R 02	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1750
EXP.: 110
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Peck	Flying	8

Dodrio attacks with four successive pecks from its beak, the last of which goes even farther forward. If you try circling Dodrio during this attack, you're sure to take damage, so just wait until it's over. Circle Dodrio while it's moving around instead, adapting to keep up with its movements.

R-136 Carnivine

GROUP: Grass
FIELD MOVE: Cut Lv 2
POKÉ ASSIST: Grass (16 sec)

Browser Comments

It shoots seeds to attack.

Primary Location

PRE-ENDING	RANGER SCHOOL	A 10	P.25
POST-ENDING	CHROMA HIGHLANDS	O 01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 680
EXP.: 35
AIRBORNE: ○

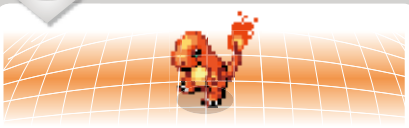
Effective Poké Assists: Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Tosses seeds	Grass	5
	Vine-growing seeds	Grass	5

Carnivine attacks by firing a spread of three seeds or by making vines grow from the ground. The vines remain on the ground for a while and you must not touch them, so wait for Carnivine to move away before trying to circle it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-137 Charmander



GROUP	Fire
FIELD MOVE	Burn 1
POKÉ ASSIST	Fire (5 sec)

Browser Comments

It attacks by spitting embers.

Primary Location

PRE-ENDING	VOLCANO CAVE	01	P.64
POST-ENDING	VOLCANO CAVE	01	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 720

EXP. 52

AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flames	Fire	5
	Fireball	Fire	5

Charmander alternates between firing a spread of four flames or unleashing fireballs. The fireballs stay on-screen for a while, but you'll be fine if you just wait for them to go out. Circle Charmander between flame attacks once the fireballs are gone.

R-138 Charmeleon

GROUP	Fire
FIELD MOVE	Burn 2
POKÉ ASSIST	Fire (10 sec)

Browser Comments

It attacks by spitting embers and blobs of fire.

Primary Location

PRE-ENDING	VOLCANO CAVE	01	P.91
POST-ENDING	VOLCANO CAVE	01	P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 2000

EXP. 182

AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flames	Fire	6
	Fireball	Fire	6

Charmeleon attacks by pitching a spread of four flames in front, or by hurling a single fireball that stays on the ground for a while. Wait for the attack to end and the fireball to disappear, then wrap Charmeleon until its Friendship Gauge is full.

R-139 Charizard

GROUP	Fire
FIELD MOVE	Burn 4
POKÉ ASSIST	Fire (25 sec)

Browser Comments

It spits blobs of fire. It also lets loose expanding rings of fire to attack.

Primary Location

PRE-ENDING	–		
POST-ENDING	VOLCANO CAVE	15	P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 15000

EXP. 1500

AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Fireball	Fire	10
	Fire blast	Fire	10

Charizard attacks by either scattering several fireballs, or by creating a star-shaped fire blast that expands out from underneath it. Circling Charizard during either of these attacks has a high risk of causing you damage. Wait for the blast or the fireballs to disappear, then jump in and rack up as many loops as you can.

R-140 Slugma

GROUP	Fire
FIELD MOVE	Burn 1
POKÉ ASSIST	Fire (5 sec)

Browser Comments

It spits embers and blobs of fire to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	01	P.64
POST-ENDING	VOLCANO CAVE	01	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 792

EXP. 53

AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flame	Fire	5
	Fireball	Fire	5

The Slugma unleashed by Team Dim Sun together with Magcargo in Mission 08 will at first attack by tossing flames. If it's the only Pokémon left on-screen, it will attack by hurling a single fireball. Always wait for the attacks to finish before circling Slugma.

R-141 Magcargo

GROUP	Fire
FIELD MOVE	Burn 2
POKÉ ASSIST	Fire (10 sec)

Browser Comments

It spits embers and blobs of fire to attack.

Primary Location

PRE-ENDING	CARGO SHIP	07	P.65
POST-ENDING	VOLCANO CAVE	14	P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 1140

EXP. 60

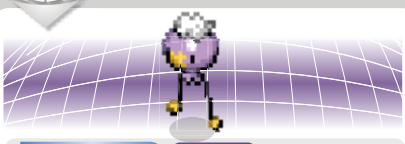
AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flame	Fire	6
	Fireball	Fire	6

Magcargo attacks with a forward spread of three flames, or by hurling a single fireball that burns on the ground for a while. Wait for the fireball to go out, then circle Magcargo between attacks.

R-142 Drifloon



GROUP	Ghost
FIELD MOVE	Airlift
POKÉ ASSIST	Ghost (8 sec)

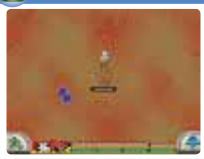
Browser Comments

It launches eerie orbs to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	01	P.64
POST-ENDING	VOLCANO CAVE	01	P.64

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE 500

EXP. 40

AIRBORNE ○

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Eerie orbs	Ghost	3

Drifloon will attack by tossing three eerie orbs in front of it. It can throw all three at once or throw them in a sequence, one at a time. Just keep circling it between attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-143 Drifblim

GROUP: Ghost
FIELD MOVE: Elevate
POKÉ ASSIST: Ghost (16 sec)

Browser Comments

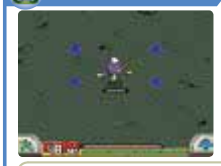
It launches eerie orbs to attack.

Primary Location

PRE-ENDING	CHROMA RUINS	S 01	P.72
POST-ENDING	CHROMA RUINS	S 01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 800
EXP.: 80
AIRBORNE: ❍



Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Eerie orbs	Ghost	6

Drifblim switches between tossing eerie orbs in front or to both its sides, two each to its left and right. Don't circle it during the attack or you could take damage. Work on circling between attacks, and fill up its Friendship Gauge.

R-144 Stunky

GROUP: Poison
FIELD MOVE: Crush 1
POKÉ ASSIST: Poison (15 sec)

Browser Comments

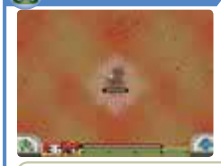
It scatters poison to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	D 03	P.64
POST-ENDING	VOLCANO CAVE	D 03	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 648
EXP.: 50
AIRBORNE: —



Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Group	Damage
	Toxic shield	Poison	4

Stunky surrounds itself with a toxic shield and stands still while doing so, making it easy to circle during this attack. Just draw your circles large enough to avoid touching the shield.

R-145 Skuntank

GROUP: Poison
FIELD MOVE: Stink
POKÉ ASSIST: Poison (15 sec)

Browser Comments

It lets loose poison gas while it walks. It attacks by spitting up a poisonous fluid.

Primary Location

PRE-ENDING	CHROMA RUINS	S 12	P.73
POST-ENDING	OIL FIELD HIDEOUT	Z 18	P.100

CAPTURE TECHNIQUE

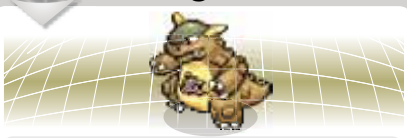
FRIENDSHIP GAUGE: 3380
EXP.: 255
AIRBORNE: —

Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Group	Damage
	Poison gas	Poison	7
	Toxic sludge	Poison	7

Skuntank switches between hurling poison gas or toxic sludge. It even emits a small cloud of poison gas while it's walking around between attacks. Wait for when Skuntank is near a toxic puddle or a poison gas cloud, then circle them all together.

R-146 Kangaskhan



GROUP: Normal
FIELD MOVE: Crush 2
POKÉ ASSIST: Normal

Browser Comments

It launches powerful beams from its mouth to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	D 04	P.64
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1292
EXP.: 90
AIRBORNE: —

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Powerful beam	Normal	8

Kangaskhan attacks by shooting a powerful beam straight to the edge of the screen. You can't circle it at all during this attack, so just wait for it to end. Then use the time right up until the next attack to circle Kangaskhan. Keep circling until its Friendship Gauge is full.

R-147 Shuppet

GROUP: Ghost
FIELD MOVE: Psy Power 1
POKÉ ASSIST: Ghost (8 sec)

Browser Comments

It spits cursed orbs to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	D 05	P.64
POST-ENDING	VOLCANO CAVE	D 05	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 648
EXP.: 52
AIRBORNE: ❍

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Curse ball	Ghost	4

Shuppet attacks by unleashing a single curse ball, then disappearing. Circle it after it reappears, up until it starts its next attack. The curse ball remains on the ground temporarily and will chase after the Capture Disc, so be careful not to let it touch you.

R-148 Banette

GROUP: Ghost
FIELD MOVE: Psy Power 2
POKÉ ASSIST: Ghost (16 sec)

Browser Comments

While protecting itself with ghostly fire, it attacks with eerie orbs.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω 13	P.107
POST-ENDING	HIPPOWDON TEMPLE	Ω 13	P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3120
EXP.: 504
AIRBORNE: —

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Will-o-wisp shield	Ghost	6
	Eerie orbs	Ghost	6

Banette protects itself by whirling four will-o-wisps around itself, and attacks by tossing eerie orbs to its front and back. If you try circling Banette during either of these actions you will probably take damage. Once the will-o-wisps are gone, wait until after the eerie-orb attack to circle Banette and fill its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-149 Rhyhorn

GROUP: Ground
FIELD MOVE: Tackle 2
POKÉ ASSIST: Ground (10 sec)

Browser Comments

It opens up fissures in the ground to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	04	P.64
POST-ENDING	VOLCANO CAVE	04	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1140
EXP.: 54
AIRBORNE: –

Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Fissure	Ground	6

Rhyhorn attacks by creating a giant fissure that stretches to the edge of the screen. You can't circle while this is going on, so just wait for the attack to end, then circle Rhyhorn until the start of the next attack.

R-150 Rhydon

GROUP: Ground
FIELD MOVE: Tackle 3
POKÉ ASSIST: Ground (15 sec)

Browser Comments

It throws around its body in a rampage. It rams to attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	11	P.91
POST-ENDING	ALTRU TOWER	02	P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4800
EXP.: 330
AIRBORNE: –

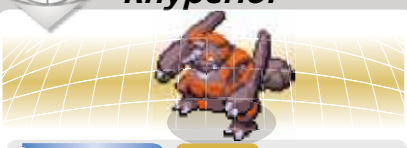
Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Thrash	Normal	10
Headbutt	Normal	10

Rhydon's attacks alternate between headbutting and thrashing wildly across the screen. Keep your circles wide enough and you should be able to circle Rhydon mid-headbutt without taking any damage. Rhydon's other attack is so fast that you should just dodge, then seize your next chance to continue circling.

R-151 Rhyperior



GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Ground

Browser Comments

It lets loose shock waves to attack. It also triggers rockfalls.

Primary Location

PRE-ENDING	ALTRU TOWER	03	P.119
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 17000
EXP.: 2500
AIRBORNE: –

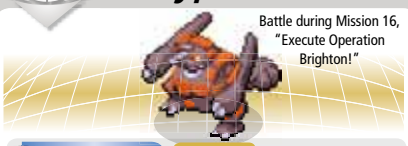
Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Powerful shock wave	Normal	15
Drops rocks	Rock	9
Fissure	Ground	9
Throws rocks	Rock	9

Rhyperior has four attack patterns: throwing two rocks, dropping huge rocks from above, creating an X-shaped fissure, or covering the area with a powerful shock wave. All of these attacks make it hard to circle Rhyperior, so circle it as fast as you can between attacks.

R-151 Rhyperior



Battle during Mission 16, "Execute Operation Brighton!"

GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Ground

Browser Comments

It lets loose shock waves to attack. It also triggers rockfalls.

Primary Location

PRE-ENDING	ALTRU TOWER	07	P.119
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 6500
EXP.: 1000
AIRBORNE: –

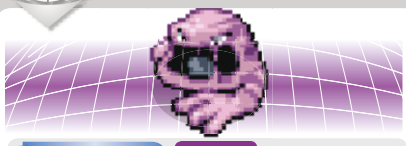
Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Powerful Shock wave	Normal	15
Drops rocks	Rock	7
Throws rocks	Rock	7

When Rhyperior is sharing the screen with Magmortar and Gallade, its main attack will be throwing two rocks. Its Friendship Gauge is half of that belonging to the Rhyperior you faced before. Keep an eye on Magmortar's and Gallade's movements as well, and circle them when their attacks are over.

R-152 Muk



GROUP: Poison
FIELD MOVE: Crush 3
POKÉ ASSIST: Poison (15 sec)

Browser Comments

It attacks by spitting poison and letting loose poisonous fog.

Primary Location

PRE-ENDING	VOLCANO CAVE	06	P.64
POST-ENDING	VOLCANO CAVE	06	P.64

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1800
EXP.: 76
AIRBORNE: –

Effective Poké Assists: Ground, Psychic

Attacks

Attack Method	Group	Damage
Toxic fog	Poison	7
Toxic sludge	Poison	7

Muk attacks by launching toxic sludge, or by surrounding itself with poison fog. You can't circle it while it's inside the fog, so wait for the fog to dissipate. Circle Muk when it's clear of the toxic sludge on the floor or the sludge has disappeared.

R-153 Houndour

GROUP: Dark
FIELD MOVE: Tackle 1
POKÉ ASSIST: Dark (7 sec)

Browser Comments

It spits blobs of fire and lets loose dark pulses to attack.

Primary Location

PRE-ENDING	CARGO SHIP	P 01	P.65
POST-ENDING	OIL FIELD HIDEOUT	06	P.100

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 946
EXP.: 74
AIRBORNE: –

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black shock wave	Dark	5
Fireball	Fire	5

Houndour switches between unleashing a single black shock wave or spitting a single fireball. Circle Houndour when it's clear of the shock wave or the fireball, or once the remains of these attacks have vanished. Keep circling Houndour until its Friendship Gauge is full.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-154 Houndoom

GROUP: Dark
FIELD MOVE: Burn 2
POKÉ ASSIST: Dark (14 sec)

Browser Comments

It spits blobs of fire and lets loose dark pulses to attack.

Primary Location

PRE-ENDING	HIA VALLEY	U01	P.81
POST-ENDING	OIL FIELD HIDEOUT	Z06	P.100

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2112
EXP.: 220
AIRBORNE: –

Effective Poké Assists: Fighting, Bug

Attacks	Attack Method	Group	Damage
	Black shock wave	Dark	7
	Fireball	Fire	7
	Flamethrower	Fire	7

Houndoom has three attack patterns: a single fireball, a flamethrower attack, or multiple black shock waves. You can't circle during any of these attacks, so wait for them to end, and for the fireball to disappear, before circling.

R-155 Spinarak

GROUP: Bug
FIELD MOVE: Tackle 1
POKÉ ASSIST: Bug (8 sec)

Browser Comments

It spits gooey silk from its mouth. It also spins webs around itself.

Primary Location

PRE-ENDING	CARGO SHIP	P01	P.65
POST-ENDING	CARGO SHIP	P05	P.65

CAPTURE TECHNIQUE

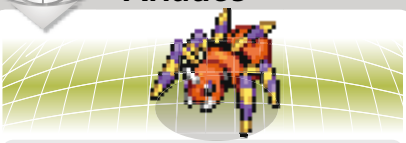
FRIENDSHIP GAUGE: 903
EXP.: 72
AIRBORNE: –

Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	Web	Bug	5
	Spits thread	Bug	5

Spinarak attacks by spitting a thread or by spinning a spider web at its feet. Each of these attacks stays on the ground temporarily. Wait for Spinarak to get clear of them, and then circle it as fast as you can, taking care not to touch the thread or webs.

R-156 Ariados



GROUP: Bug
FIELD MOVE: Tackle 3
POKÉ ASSIST: Bug (24 sec)

Browser Comments

It spins webs around itself while moving about.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω02	P.106
POST-ENDING	HIPPOWDON TEMPLE	Ω02	P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3510
EXP.: 509
AIRBORNE: –

Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	Web	Bug	6

Ariados attacks by spinning a spider web at its feet. The web is too big to draw a Capture Line around both Ariados and the web easily, so wait for Ariados to get clear of the web, then circle Ariados by itself.

R-157 Ralts

GROUP: Psychic
FIELD MOVE: Tackle 1
POKÉ ASSIST: Psychic (10 sec)

Browser Comments

While warping from place to place, it launches strange orbs to attack.

Primary Location

PRE-ENDING	CARGO SHIP	P02	P.65
POST-ENDING	CARGO SHIP	P04	P.65

CAPTURE TECHNIQUE

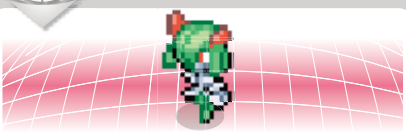
FRIENDSHIP GAUGE: 774
EXP.: 71
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Strange blobs	Psychic	3
	Strange orbs	Psychic	3

Ralts moves around by warping. It has two attacks: shooting out strange blobs, or a forward spread of three strange orbs. You can circle Ralts in the time between when it appears and when it starts to attack, and in the time between its attack and its disappearance. Keep your eye on Ralts and stay on it with the Capture Line.

R-158 Kirlia



GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

While warping from place to place, it launches strange orbs to attack.

Primary Location

PRE-ENDING	CHROMA RUINS	S10	P.73
POST-ENDING	CHROMA RUINS	S10	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1200
EXP.: 120
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Strange orbs	Psychic	5
	Strange blobs	Psychic	5

Kirlia moves by warping around the screen. It has two attacks: throwing either strange blobs or two strange orbs to both its left and right sides. Right after it attacks, it starts to disappear. Even if you circle it then, its Friendship Gauge will not go up at all. You must circle Kirlia while it's moving around, just before it attacks.

R-159 Gardevoir

GROUP: Psychic
FIELD MOVE: Psy Power 3
POKÉ ASSIST: Psychic (30 sec)

Browser Comments

It scatters strange orbs while protecting itself with a psychic barrier.

Primary Location

PRE-ENDING	ALTRU BUILDING	K16	P.118
POST-ENDING	ALTRU TOWER	⊞06	P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3900
EXP.: 660
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Strange orbs	Psychic	7
	Psi barrier	Psychic	7

Gardevoir attacks by tossing strange orbs in every direction, and whirling strange blobs around itself to make a psi barrier. Each of these can damage you while you're circling, so your best chance to circle Gardevoir is the period of time from when it appears to just before it attacks—just keep circling.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-160

Gallade

GROUP: Fighting
FIELD MOVE: Cut 5
POKÉ ASSIST: Fighting (25 sec)

Browser Comments

It attacks with gusts of luminous wind and strange orbs. It also fakes attacks.

Primary Location

PRE-ENDING	ALTRU TOWER	07	P.119
POST-ENDING	ALTRU BUILDING	K 11	P.118

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 11900
EXP.: 2500
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Strange orbs	Psychic	9
	White blade	Normal	9
	Slash	Normal	13

Gallade has three attack patterns: throwing two to four white blades, launching two strange orbs, or a slash attack. It's hard to keep up with the fleet-footed Gallade, but your best chance is the time between attacks when it's moving around. Once Gallade has finished its attack and starts moving around, start circling.

R-160

Gallade

Battle during Mission 16, "Execute Operation Brighton!"

GROUP: Fighting
FIELD MOVE: Cut 5
POKÉ ASSIST: Fighting (25 sec)

Browser Comments

It attacks with gusts of luminous wind and strange orbs. It also fakes attacks.

Primary Location

PRE-ENDING	ALTRU TOWER	07	P.119
POST-ENDING	ALTRU BUILDING	K 11	P.118

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 5800
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Strange orbs	Psychic	8
	White blade	Normal	8

When Gallade shares the screen with Rhyperior and Magmortar, it will toss two white blades; when Gallade is the last Pokémon left, it starts warping around the screen. Watch and wait for the attacks to stop, which will be your chance to circle it. This Gallade's Friendship Gauge is only half that of the Gallade you fought earlier.

R-161

Machop

GROUP: Fighting
FIELD MOVE: None
POKÉ ASSIST: Fighting (15 sec)

Browser Comments

It attacks by punching and launching orbs of aura power.

Primary Location

PRE-ENDING	—		
POST-ENDING	PERIL CLIFFS	M 04	P.55

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3500
EXP.: 700
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Punch	Fighting	22
	Aura balls	Fighting	10

Machop attacks by punching or tossing out four aura balls at once. Both of these attacks happen in front of Machop, so you can dodge them by moving your Capture Disc behind it. Just keep circling until you fill its Friendship Gauge.

R-162

Machoke

GROUP: Fighting
FIELD MOVE: Tackle 2
POKÉ ASSIST: Fighting (10 sec)

Browser Comments

It attacks by throwing punches and launching shock waves.

Primary Location

PRE-ENDING	CARGO SHIP	P 01	P.65
POST-ENDING	CARGO SHIP	P 05	P.65

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1161
EXP.: 76
AIRBORNE: –

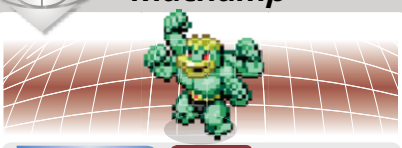
Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Punch	Fighting	6
	Shock wave	Normal	6

Machoke alternates between a forward punch and sending out a small shock wave. You can dodge the punch by going behind Machoke, while the shock wave is small enough that you can widen your circle and keep circling Machoke without being hit.

R-163

Machamp



GROUP: Fighting
FIELD MOVE: Crush 3
POKÉ ASSIST: Fighting (15 sec)

Browser Comments

It attacks with devastating punches and shock waves.

Primary Location

PRE-ENDING	CARGO SHIP	P 02	P.65
POST-ENDING	OIL FIELD HIDEOUT	Z 08	P.101

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 5250
EXP.: 520
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Powerful punch	Fighting	12
	Shock wave	Normal	12

Machamp switches between a powered-up punch attack and creating a huge shock wave. You can dodge behind Machamp during the punch attack, but you should retreat far away from Machamp during the shock wave.

R-164

Mime Jr.

GROUP: Psychic
FIELD MOVE: None
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It launches strange orbs to attack. It protects itself with a psychic barrier.

Primary Location

PRE-ENDING	CARGO SHIP	P 03	P.65
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1204
EXP.: 78
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Strange orbs	Psychic	3
	Psi barrier	Psychic	3

Mime Jr. attacks by launching strange orbs, and creates a psi barrier by whirling a strange orb around itself. As long as you widen your circle, you won't hit the psi barrier. Just be careful not to touch any strange orbs remaining on the floor.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-165 Mr. Mime

GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It uses a psychically made barrier to shield itself.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z 07	P.101
POST-ENDING	OIL FIELD HIDEOUT	Z 07	P.101

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2520
EXP.: 305
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Psi shield	Psychic	6

Mr. Mime attacks by whirling a wonder orb around itself to create a psi barrer. The orb sometimes stays close to Mr. Mime, and sometimes moves out to encompass a larger area. When the orb is circling close to Mr. Mime, you can capture it by keeping your circles wide so you don't touch the barrier.

R-166 Drowzee

GROUP: Psychic
FIELD MOVE: Crush
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It lets loose strange orbs from the palms of its hands to attack.

Primary Location

PRE-ENDING	CARGO SHIP	P 02	P.65
POST-ENDING	CARGO SHIP	P 05	P.65

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 817
EXP.: 70
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Strange blob	Psychic	3
Strange orbs	Psychic	3

Drowzee switches between throwing five rounds of two strange orbs each, or launching a single strange blob. Dodge behind Drowzee during the attacks, and keep circling from after they end until just before the next one.

R-167 Hypno

GROUP: Psychic
FIELD MOVE: Psy Power
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It lets loose strange orbs from the palms of its hands to attack.

Primary Location

PRE-ENDING	CHROMA RUINS	S 01	P.72
POST-ENDING	CHROMA RUINS	S 01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1300
EXP.: 122
AIRBORNE: –

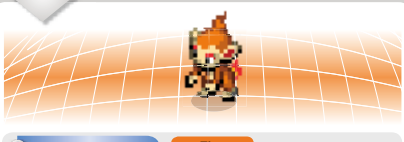
Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Strange blob	Psychic	6
Strange orbs	Psychic	6

Hypno alternates between throwing strange orbs in front of it and launching a single strange blob. Circle it after it stops attacking. When Hypno is standing near the strange blobs on the floor, just circle them all together so you don't have to worry about touching the strange blobs.

R-168 Chimchar



GROUP: Fire
FIELD MOVE: None
POKÉ ASSIST: Fire (15 sec)

Browser Comments

It spits embers to attack.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	Q 01	P.72
POST-ENDING	You can challenge it post-ending if you did not take it on in Quest 24 pre-ending		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1300
EXP.: 150
AIRBORNE: –

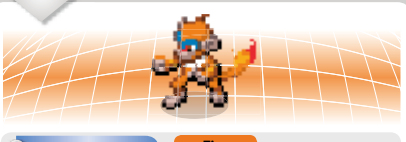
Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage

Chimchar occasionally hops while moving around, so just keep your circles wide so you don't accidentally hit it.

R-169 Monferno



GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire (10 sec)

Browser Comments

It spits embers and blobs of fire to attack.

Primary Location

PRE-ENDING	CARGO SHIP	P 05	P.65
POST-ENDING	CARGO SHIP	P 05	P.65

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1700
EXP.: 95
AIRBORNE: –

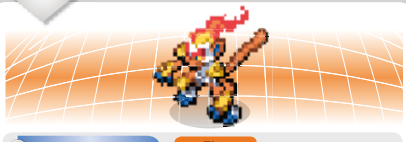
Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage
Throws flame	Fire	6
Fireball	Fire	6

Monferno alternates between launching a single fireball, and throwing two volleys of two flames each to its left and right. The fireballs remain on the ground for a short time, so wait for them to vanish and Monferno to stop attacking before you circle it. Keep circling until you fill its Friendship Gauge.

R-170 Infernape



GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire (15 sec)

Browser Comments

It spits blobs of fire to attack. It also has an explosive attack.

Primary Location

PRE-ENDING	VOLCANO CAVE	Q 15	P.91
POST-ENDING	VOLCANO CAVE	Q 11	P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage
Explosion	Fire	11
Fireball	Fire	7

Infernape attacks by launching a single fireball, or with an explosion that expands to fill the whole screen. As its Friendship Gauge fills up, it begins to scatter five fireballs at once. Circle Infernape between attacks while it's moving around, filling up its Friendship Gauge bit by bit.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-171 Vulpix

GROUP: Fire
FIELD MOVE: Burn 1
POKÉ ASSIST: Fire (5 sec)

Browser Comments

It forms a ring of ghostly fire around itself for protection.

Primary Location

PRE-ENDING	CARGO SHIP	P 09	P.65
POST-ENDING	HIA VALLEY	U 01	P.81

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 946
EXP. 74
AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flame	Fire	6
	Will-o-wisp shield	Ghost	6

Vulpix alternates between a forward spread of three flames or whirling a single will-o-wisp around itself as a shield. Wait for Vulpix to stop attacking and start moving around before you start to circle it. During its shield maneuver, just widen your circle and you won't have to worry about hitting the will-o-wisp.

R-172 Ninetales

GROUP: Fire
FIELD MOVE: Burn 4
POKÉ ASSIST: Fire (20 sec)

Browser Comments

While protecting itself with a ghostly ring of fire, it breathes streams of fire to attack.

Primary Location

PRE-ENDING	ALMIA CASTLE	X 12	P.82
POST-ENDING	ALMIA CASTLE	X 12	P.82

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 3920
EXP. 369
AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Will-o-wisp shield	Ghost	11
	Flamethrower	Fire	11

Ninetales whirls a single will-o-wisp around itself as a shield, and uses a flamethrower attack. It's one of the larger-bodied Pokémon, so add a will-o-wisp shield to that and you run the risk of taking damage when circling it. Wait for the shield to go away, then go circle Ninetales between attacks, when it's roaming around.

R-173 Skorupi

GROUP: Poison
FIELD MOVE: Crush 1
POKÉ ASSIST: Poison (5 sec)

Browser Comments

It spits poison needles and a poisonous fluid to attack.

Primary Location

PRE-ENDING	HARUBA DESERT	Ø 01	P.106
POST-ENDING	HARUBA DESERT	Ø 01	P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 2875
EXP. 330
AIRBORNE –

Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Group	Damage
	Poison stinger	Poison	6
	Toxic sludge	Poison	6
	Toxic shield	Poison	8

Skorupi has three attack patterns: shooting a spread of three poison stingers, launching toxic sludge, and covering the area around itself with a toxic shield. The toxic sludge remains on the ground for a short time and can cause damage to your Styler, so wait for it to disappear before you circle Skorupi.

R-174 Drapion

GROUP: Poison
FIELD MOVE: None
POKÉ ASSIST: Poison

Browser Comments

It spits poison needles and poisonous fluid. It also forms poisonous puddles to attack.

Primary Location

PRE-ENDING	CARGO SHIP	P 12	P.65
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 7800
EXP. 1000
AIRBORNE –

Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Group	Damage
	Poison stinger	Poison	7
	Expanding toxic bog	Poison	7
	Toxic shield	Poison	10

Drapion has three attack patterns. It creates toxic bogs, protects itself with a toxic shield, and attacks by tossing two rounds of nine poison stingers each while shifting direction. As Drapion's Friendship Gauge fills up, its toxic shield gets wider, and it starts to pull off several attacks in series. Circle it between attacks.

R-175 Lickilicky

GROUP: Normal
FIELD MOVE: Crush 3
POKÉ ASSIST: Normal (30 sec)

Browser Comments

It pokes out its tongue to attack.

Primary Location

PRE-ENDING	CARGO SHIP	P 10	P.65
POST-ENDING	CARGO SHIP	P 10	P.65

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 1720
EXP. 300
AIRBORNE –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Lick	Normal	3

Lickilicky strikes with its formidable tongue, which will damage you if it hits. Wait for the period between attacks before you circle.

R-176 Ponyta

GROUP: Fire
FIELD MOVE: Burn 1
POKÉ ASSIST: Fire (5 sec)

Browser Comments

It attacks by launching fire and charging.

Primary Location

PRE-ENDING	CHROMA ROAD	R 01	P.73
POST-ENDING	CHROMA ROAD	R 01	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 980
EXP. 100
AIRBORNE –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flame	Fire	5
	Tackle	Normal	8

Ponyta attacks by tackling, or by tossing two flames each to its left and right sides. Circle when it's moving around between attacks. Ponyta is quick, so your Capture Line will get hit. Do not get discouraged—just get back to circling and keep it up until Ponyta's Friendship Gauge is full.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-177 Rapidash

GROUP: Fire
FIELD MOVE: Burn 3
POKÉ ASSIST: Fire (15 sec)

Browser Comments

It attacks by launching fire and charging.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	Q01	P.72
POST-ENDING	CHROMA HIGHLANDS	Q01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1274
EXP.: 106
AIRBORNE: –

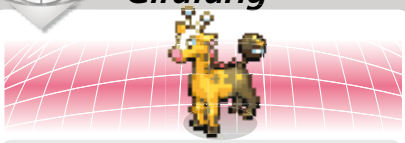
Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage
Fireball	Fire	3
Tackle	Normal	6

Rapidash alternates between using a tackle attack or launching a fireball to each side of itself. Wait until the fireballs disappear, then circle Rapidash between attacks to build up its Friendship Gauge.

R-178 Girafarig



GROUP: Psychic
FIELD MOVE: Tackle 2
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It attacks by launching psychic orbs and psychic shock waves.

Primary Location

PRE-ENDING	CHROMA ROAD	R01	P.73
POST-ENDING	CHROMA ROAD	R01	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 860
EXP.: 68
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Psi wave	Psychic	5
Wonder blob	Psychic	3
Psi flame	Psychic	3

Girafarig has three attack patterns: shooting a huge psi wave out from itself, launching a single wonder blob, and blasting a psi flame. Do your circling in the periods between attacks, making sure not to touch the wonder blobs left on the ground.

R-179 Tauros

GROUP: Normal
FIELD MOVE: Tackle 2
POKÉ ASSIST: Normal (20 sec)

Browser Comments

It thrashes wildly and rams to attack.

Primary Location

PRE-ENDING	CHROMA ROAD	R02	P.73
POST-ENDING	CHROMA ROAD	R02	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 800
EXP.: 64
AIRBORNE: –

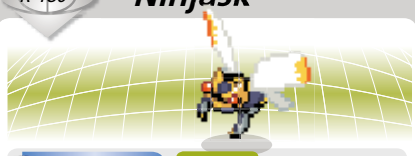
Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Thrash	Normal	5
Headbutt	Normal	5

Tauros switches between headbutting and thrashing wildly across the screen. Retreat to a safe spot when Tauros is thrashing around, then circle it between attacks to fill up its Friendship Gauge.

R-180 Ninjask



GROUP: Bug
FIELD MOVE: Cut 2
POKÉ ASSIST: Bug (16 sec)

Browser Comments

It flies around at blinding speed.

Primary Location

PRE-ENDING	CHROMA ROAD	R01	P.73
POST-ENDING	CHROMA ROAD	R01	P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 490
EXP.: 100
AIRBORNE: ○

Effective Poké Assists: Fire, Flying, Rock

Attacks

Attack Method	Group	Damage

Ninjask doesn't attack. But it moves fast and goes off-screen a lot, so you have only the briefest of chances to circle it. Sometimes it will stop on-screen, so jump in and circle it as fast as you can.

R-181 Shieldon

GROUP: Steel
FIELD MOVE: None
POKÉ ASSIST: Steel (20 sec)

Browser Comments

It rams with its rock-hard head. It also makes stones drop to attack.

Primary Location

PRE-ENDING	PERIL CLIFFS	M03	P.54
POST-ENDING	You can challenge it post-ending if you did not take it on in Quest 21 pre-ending		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 640
EXP.: 60
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Ground

Attacks

Attack Method	Group	Damage
Headbutt	Normal	7
Drops stones	Rock	5

Shieldon attacks with headbutts or by dropping a single stone onto a random spot from above. Its headbutt attack creates a big shock wave in front of Shieldon, which may cause damage if you're in the middle of circling. Wait for when it's moving around between attacks before you circle Shieldon.

R-182 Bastiodon

GROUP: Steel
FIELD MOVE: Tackle 3
POKÉ ASSIST: Steel (30 sec)

Browser Comments

It rams with its rock-hard head. It also makes stones drop to attack.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	Q01	P.72
POST-ENDING	CHROMA HIGHLANDS	Q01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4000
EXP.: 200
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Ground

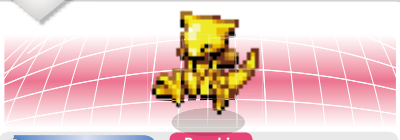
Attacks

Attack Method	Group	Damage
Headbutt	Normal	14
Drops stones	Rock	9

Bastiodon attacks by headbutting or by dropping three stones from above, either of which can cause damage if you're circling. Bastiodon stands still right after it attacks, so make your circles then, as well as when it's walking around.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-183 Abra



GROUP: Psychic
FIELD MOVE: Tackle 1
POKÉ ASSIST: Psychic (10 sec)

Browser Comments
It warps around to evade capture. Listen for its cries for your chance to catch it.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	Q01	P.72
POST-ENDING	CHROMA HIGHLANDS	Q01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 735
EXP.: 100
AIRBORNE: ❍

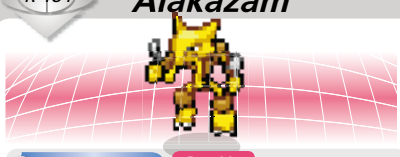
Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage

Abra does not attack, but constantly warps from spot to spot, minimizing your chances of circling it. After appearing, it only stays in one spot for a few seconds. Whenever you get a chance, circle it as fast as you can.

R-184 Alakazam



GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (40 sec)

Browser Comments
It warps around to move. It attacks by letting loose strange orbs.

Primary Location

PRE-ENDING	ALTRU BUILDING	K14	P.118
POST-ENDING	ALTRU TOWER	M01	P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3900
EXP.: 600
AIRBORNE: ❍

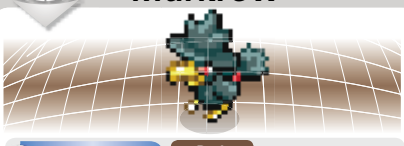
Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Strange blobs	Psychic	8
Strange orbs	Psychic	8

Alakazam attacks by launching two strange blobs to its left and right, or by throwing a spread of eight strange orbs. Since it moves by warping around the screen, it's hard to pin down. Your best chances are right before and after an attack.

R-185 Murkrow



GROUP: Dark
FIELD MOVE: Cut 1
POKÉ ASSIST: Dark (7 sec)

Browser Comments
It attacks by releasing a dark pulse.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	Q01	P.72
POST-ENDING	PUELTOWN	G04	P.48

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1488
EXP.: 71
AIRBORNE: –

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black shock wave	Dark	6

Murkrow attacks by unleashing several black shock waves. The shock waves appear in random spots; protect your Styler by either hiding out on the edge of the screen or by lifting your stylus from the screen entirely. Wait until Murkrow is moving around between attacks to circle it.

R-186 Honchkrow

GROUP: Dark
FIELD MOVE: Cut 3
POKÉ ASSIST: Dark (21 sec)

Browser Comments
It looses gusts of dark wind and twisters. It also attacks with dark pulses.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z15	P.100
POST-ENDING	OIL FIELD HIDEOUT	Z20	P.101

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3000
EXP.: 315
AIRBORNE: ❍

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Whirlwind	Flying	6
Black blade	Dark	6
Black shock wave	Dark	6

Honchkrow has three attack patterns: launching two whirlwinds, tossing a spread of eight black blades, and unleashing a black shock wave. The whirlwinds and black blades just fly forward, so dodge behind Honchkrow during these attacks, then resume circling to fill its Friendship Gauge.

R-187 Koffing

GROUP: Poison
FIELD MOVE: Tackle 1
POKÉ ASSIST: Poison (5 sec)

Browser Comments
It attacks by scattering poison gas.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	Q01	P.72
POST-ENDING	CHROMA RUINS	S09	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 980
EXP.: 70
AIRBORNE: ❍

Effective Poké Assists: Psychic

Attacks

Attack Method	Group	Damage
Spreads poison gas	Poison	5

Koffing attacks by spreading expanding clouds of poison gas around itself. Wait for the clouds to disappear, then continue circling.

R-188 Weezing

GROUP: Poison
FIELD MOVE: Tackle 2
POKÉ ASSIST: Poison (10 sec)

Browser Comments
It attacks by scattering poison gas and spitting up pools of poison.

Primary Location

PRE-ENDING	ALMIA CASTLE	X06	P.82
POST-ENDING	ALMIA CASTLE	X06	P.82

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1750
EXP.: 169
AIRBORNE: ❍

Effective Poké Assists: Psychic

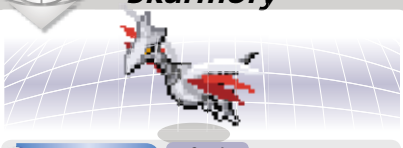
Attacks

Attack Method	Group	Damage
Spreads poison gas	Poison	6
Toxic sludge	Poison	6

Weezing attacks by spitting toxic sludge and spreading poison gas out around itself. Wait for the gas to dissipate before you circle, and be careful not to touch the sludge on the ground.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-189 Skarmory



GROUP: Steel
FIELD MOVE: Demist
POKÉ ASSIST: Steel (10 sec)

Browser Comments

It whips up gusts with its large wings. It also uses its ironclad body to attack.

Primary Location

PRE-ENDING	CHROMA HIGHLANDS	Q01	P.72
POST-ENDING	CHROMA HIGHLANDS	Q01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1715
EXP.: 130
AIRBORNE: ❍

Effective Poké Assists: Fire, Fighting

Attacks	Attack Method	Group	Damage
	Whirlwind	Flying	7
	Steel tackle	Steel	11

Skarmory attacks with a spread of two whirlwinds, and with a steel tackle attack. You can dodge both of these by just moving behind Skarmory and circling it when it moves around between attacks.

R-190 Duskull

GROUP: Ghost
FIELD MOVE: Psy Power
POKÉ ASSIST: Ghost (8 sec)

Browser Comments

While protecting itself with ghostly fire, it attacks with eerie orbs.

Primary Location

PRE-ENDING	CHROMA RUINS	S01	P.72
POST-ENDING	CHROMA RUINS	S01	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1196
EXP.: 111
AIRBORNE: ❍

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Will-o-wisp shield	Ghost	5
	Eerie orbs	Ghost	5

Duskull switches between whirling two will-o-wisps around itself as a shield, and firing two rounds of three eerie orbs each. It moves by warping around, so your best chance at circling it is right before and after the eerie-orb attack. For the will-o-wisp attack, you're best off just waiting it out.

R-191 Dusclops

GROUP: Ghost
FIELD MOVE: Psy Power
POKÉ ASSIST: Ghost (24 sec)

Browser Comments

It attacks by launching cursed orbs and orbs imbued with loathsome emotions.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z12	P.101
POST-ENDING	OIL FIELD HIDEOUT	Z12	P.101

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2835
EXP.: 333
AIRBORNE: –

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Anguish orb	Ghost	7
	Cursed orbs	Ghost	7

Dusclops attacks by launching a cursed orb that follows the Capture Disc, or by launching an anguish orb that remains on-screen for a bit. Circling Dusclops while the cursed orb is moving around has a high risk of causing you damage, so the best time to circle Dusclops is right before and after an attack.

R-192 Dusknoir

GROUP: Ghost
FIELD MOVE: Psy Power
POKÉ ASSIST: Ghost (40 sec)

Browser Comments

It protects itself with a ghostly fire. It attacks with eerie orbs.

Primary Location

PRE-ENDING	ALTRU TOWER	Q10	P.119
POST-ENDING	HIPPOWDON TEMPLE	Q10	P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 18000
EXP.: 3500
AIRBORNE: ❍

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Eerie orbs	Ghost	8
	Anguish ball	Ghost	8
	Cursed orbs	Ghost	8
	Will-o-wisp shield	Ghost	8

Dusknoir has four attack patterns. It can throw seven eerie orbs at once, unleash a cursed orb that chases the Capture Disc, use an anguish ball that stays on the ground for a bit, or protect itself with a will-o-wisp. Move in when the will-o-wisp disappears and circle Dusknoir, dodging the other attacks as they appear.

R-193 Sableye

GROUP: Dark
FIELD MOVE: Cut
POKÉ ASSIST: Dark (14 sec)

Browser Comments

It launches eerie orbs and dark pulses to attack.

Primary Location

PRE-ENDING	CHROMA RUINS	S03	P.72
POST-ENDING	CHROMA RUINS	S03	P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1334
EXP.: 114
AIRBORNE: –

Effective Poké Assists: Fighting, Bug

Attacks	Attack Method	Group	Damage
	Dark pulses	Dark	5
	Eerie orbs	Ghost	5

Sableye alternates between releasing several dark pulses and firing five eerie orbs. The dark pulses appear in random locations, so lift your stylus during this attack, then continue circling Sableye between attacks.

R-194 Sandshrew

GROUP: Ground
FIELD MOVE: Tunnel
POKÉ ASSIST: Ground (5 sec)

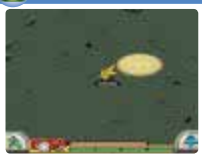
Browser Comments

It hurls lumps of sand to attack.

Primary Location

PRE-ENDING	CHROMA RUINS	S05	P.72
POST-ENDING	CHROMA RUINS	S05	P.72

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 1144
EXP.: 110
AIRBORNE: –

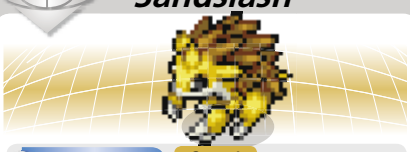
Effective Poké Assists: Grass, Water, Ice

Attacks	Attack Method	Group	Damage
	Sand clump	Ground	5

Sandshrew attacks by throwing a clump of sand that lingers on the ground for a while. Circle Sandshrew while it's moving around, but be careful not to touch the sand still on the ground.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-195 Sandslash



GROUP: Ground
FIELD MOVE: Tunnel 1
POKÉ ASSIST: Ground (10 sec)

Browser Comments

It hurls lumps of sand to attack.

Primary Location

PRE-ENDING: HIPPOWDON TEMPLE Ω09 P.106
POST-ENDING: HIPPOWDON TEMPLE Ω09 P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3250
EXP.: 500
AIRBORNE: –

Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Sand clump	Ground	7

Sandslash attacks by throwing a clump of sand. There's also only a short lull between its attacks, so there may be a few sand clumps sitting on the ground at one time. Wait for the sand clumps to disappear, then jump in to circle Sandslash and fill its Friendship Gauge.

R-196 Spiritomb

GROUP: Ghost
FIELD MOVE: None
POKÉ ASSIST: Ghost

Browser Comments

It warps from rock to rock. It uses a variety of attacks.

Primary Location

PRE-ENDING: CHROMA RUINS S14 P.73
POST-ENDING: —

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8700
EXP.: 1000
AIRBORNE: –

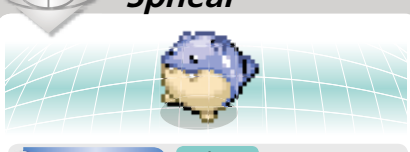
Effective Poké Assists: Ghost, Dark

Attacks

Attack Method	Group	Damage
Dark pulse	Dark	8
Strange orb	Psychic	8
Strange blob	Psychic	8
Psi flame	Psychic	8
Cursed orb	Ghost	8

Spiritomb attacks when it emerges from one of the five rocks sitting on the ground. It has five attack patterns, but the strategy for all of them is the same. Circle Spiritomb in the time between when it shows up and when it launches an attack, and between the end of an attack and when it disappears. Be persistent and patient, and you'll fill its Friendship Gauge eventually.

R-197 Spheal



GROUP: Ice
FIELD MOVE: Tackle 1
POKÉ ASSIST: Ice (10 sec)

Browser Comments

It attacks by spitting hunks of ice.

Primary Location

PRE-ENDING: CRYSTA CAVE T03 P.80
POST-ENDING: HIA VALLEY U01 P.81

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1364
EXP.: 130
AIRBORNE: –

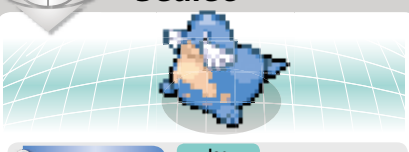
Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Solid ice	Ice	5

Spheal attacks by spitting out an ice chunk that grows into a big ice pillar when it hits the ground. If Spheal is standing near the pillar, just circle both of them together to avoid taking damage while you fill up Spheal's Friendship Gauge.

R-198 Sealeo



GROUP: Ice
FIELD MOVE: Crush 2
POKÉ ASSIST: Ice (20 sec)

Browser Comments

It attacks by blowing powdered snow and hunks of ice from its mouth.

Primary Location

PRE-ENDING: CRYSTA CAVE T03 P.80
POST-ENDING: HIA VALLEY U01 P.81

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1612
EXP.: 140
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Powder snow	Ice	6
Solid ice	Ice	6
Throws ice	Ice	6

Sealeo has three attack patterns: shooting powder snow, throwing three pieces of ice, and spitting out one big chunk of ice. Circle Sealeo between attacks, being careful not to touch the ice chunk on the ground.

R-199 Walrein

GROUP: Ice
FIELD MOVE: Crush 3
POKÉ ASSIST: Ice (30 sec)

Browser Comments

It attacks by spitting hunks of ice and letting loose blizzards.

Primary Location

PRE-ENDING: ALMIA CASTLE X16 P.83
POST-ENDING: ALMIA CASTLE X16 P.83

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4200
EXP.: 350
AIRBORNE: –

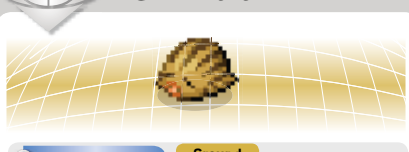
Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Blizzard shield	Ice	12
Solid ice	Ice	12
Throws ice	Ice	12

Walrein has three attack patterns: a blizzard shield, throwing a big piece of ice, and spitting a big chunk of ice. The blizzard shield is wide and hard to circle, so wait it out from a distance. You can just dodge the other attacks, moving in once they're done to circle Walrein.

R-200 Swinub



GROUP: Ground
FIELD MOVE: Tackle 1
POKÉ ASSIST: Ice (10 sec)

Browser Comments

It breathes powdered snow and rams to attack.

Primary Location

PRE-ENDING: CRYSTA CAVE T03 P.80
POST-ENDING: CRYSTA CAVE T07 P.80

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1364
EXP.: 133
AIRBORNE: –

Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Snow powder	Ice	6
Charge attack	Normal	9

Swinub switches between a charge attack and a blast of powder snow. Both of these are likely to cause damage if you're circling, so try to circle Swinub when it's moving around between attacks. Just keep looping until you fill its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-201 Piloswine

GROUP: Ground
FIELD MOVE: Tackle
POKÉ ASSIST: Ice (30 sec)

Browser Comments

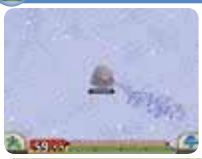
It breathes powdered snow to attack.

Primary Location

PRE-ENDING: CRYSTA CAVE — T07 P.80
POST-ENDING: HIA VALLEY — U01 P.81

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4030
EXP.: 300
AIRBORNE: –



Effective Poké Assists: Grass, Water, Ice

Attacks	Attack Method	Group	Damage
	Powder snow	Ice	11

Piloswine attacks with two rounds of powder snow. You don't have much of a chance to circle it in the brief period between attacks, so loop as fast as you can and fill up its Friendship Gauge while it moves around.

R-202 Mamoswine

GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Ground

Browser Comments

It triggers tremors and breathes powdered snow to attack.

Primary Location

PRE-ENDING: ALTRU BUILDING — K03 P.118
POST-ENDING: —

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 9000
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Grass, Water, Ice

Attacks	Attack Method	Group	Damage
	Powder snow	Ice	7
	Earthquake	Ground	10

Mamoswine attacks by shooting powder snow in front of it, and by causing an earthquake, which itself creates a fissure. Both of these attacks will cause damage if you're in the middle of making a circle, so instead, lasso Mamoswine as it moves around between attacks.

R-203 Jigglypuff

GROUP: Normal
FIELD MOVE: Tackle
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It attacks by singing to send out musical notes.

Primary Location

PRE-ENDING: CRYSTA CAVE — T01 P.80
POST-ENDING: CRYSTA CAVE — T01 P.80

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1302
EXP.: 125
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Projects sound	Normal	6

Jigglypuff changes direction while tossing a volley of four notes, which then sit on the ground for a short time. Wait for Jigglypuff to move away from them or for the notes to disappear, then circle Jigglypuff and fill its Friendship Gauge.

R-204 Wigglytuff

GROUP: Normal
FIELD MOVE: Tackle
POKÉ ASSIST: Normal (20 sec)

Browser Comments

It attacks by singing to send out musical notes. It also jumps to create shock waves.

Primary Location

PRE-ENDING: ALMIA CASTLE — X07 P.82
POST-ENDING: ALMIA CASTLE — X07 P.82

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1750
EXP.: 168
AIRBORNE: –

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Projects sound	Normal	6
	Shock wave	Normal	10

Wigglytuff switches between a musical-note attack and a jump that causes a shock wave where it touches down. Circle Wigglytuff when it's moving around, but only when it's far from the musical notes or they've disappeared. Keep circling until its Friendship Gauge is full.

R-205 Chingling

GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (10 sec)

Browser Comments

It attacks with strange orbs and sounds.

Primary Location

PRE-ENDING: CRYSTA CAVE — T05 P.80
POST-ENDING: CRYSTA CAVE — T05 P.80

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2100
EXP.: 250
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Projects sound	Normal	6
	Strange orbs	Psychic	6

Chingling attacks by tossing musical notes or by scattering four strange orbs around. Circling Chingling as it moves is a challenge because it hops a little as it moves. So watch its movements carefully, and be sure to avoid the fallen notes and blobs as you circle.

R-206 Piplup

GROUP: Water
FIELD MOVE: None
POKÉ ASSIST: Water (30 sec)

Browser Comments

It spits water to attack.

Primary Location

PRE-ENDING: HIA VALLEY — U01 P.81
POST-ENDING: You can challenge it post-ending if you did not take it on in Quest 28 pre-ending

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1750
EXP.: 180
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Group	Damage

Piplup walks at a relaxed pace, so it's easy to keep up with its movements while you circle it. Just don't accidentally let Piplup touch your Capture Disc or Line while you're filling its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-207 Prinplup

GROUP: Water
FIELD MOVE: Cut 2
POKÉ ASSIST: Water (20 sec)

Browser Comments

It hurls blobs of water. It also attacks by ramming.

Primary Location

PRE-ENDING	HIA VALLEY	U 01	P.81
POST-ENDING	HIA VALLEY	U 01	P.81

CAPTURE TECHNIQUE

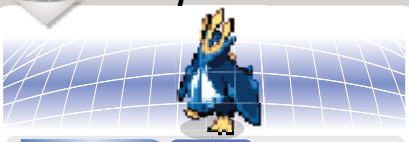
FRIENDSHIP GAUGE: 1488
EXP.: 132
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Group	Damage
	Tackle	Normal	8
	Water blob	Water	6

Prinplup attacks by tackling or by throwing two blobs of water. The blobs turn into puddles when they hit the ground, leaving you with little space to draw a Capture Line. Be careful not to touch the puddles as you circle Prinplup. As for the tackle attack, just stand by until it's completed.

R-208 Empoleon



GROUP: Water
FIELD MOVE: River Flow 2
POKÉ ASSIST: Water (20 sec)

Browser Comments

It attacks by spitting bubbles and blobs of water.

Primary Location

PRE-ENDING	ICE LAKE	W 01	P.81
POST-ENDING	ICE LAKE	W 01	P.81

CAPTURE TECHNIQUE

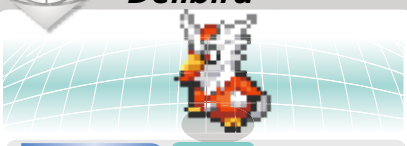
FRIENDSHIP GAUGE: 1350
EXP.: 130
AIRBORNE: –

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Group	Damage
	Water blob	Water	5
	Bubble beam	Water	5

Empoleon attacks by shooting a bubble beam in front, or by throwing a single blob of water. The bubble beam is so long that you should wait for it to finish before trying to circle Empoleon, but watch out for water blobs on the ground.

R-209 Delibird



GROUP: Ice
FIELD MOVE: Crush 1
POKÉ ASSIST: Ice (10 sec)

Browser Comments

It hurls hunks of ice to attack.

Primary Location

PRE-ENDING	HIA VALLEY	U 01	P.81
POST-ENDING	HIA VALLEY	U 01	P.81

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1584
EXP.: 150
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks	Attack Method	Group	Damage
	Throws ice	Ice	6
	Ice chunks	Ice	6

Delibird attacks by launching three large ice chunks, or with three forward volleys for a total of nine pieces of ice. The pillars that form from the ice chunks leave you with little room to circle, so wait for space between Delibird and the pillars before you try to loop it.

R-210 Jynx

GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It attacks by launching strange orbs. It protects itself with a psychic barrier.

Primary Location

PRE-ENDING	ICE LAKE	W 04	P.81
POST-ENDING	ICE LAKE	W 04	P.81

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1680
EXP.: 168
AIRBORNE: –

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Strange orbs	Psychic	4
	Psi barrier	Psychic	4

Jynx attacks by launching strange orbs, or by whirling strange orbs around itself to create a barrier. Circle between attacks once the barrier has disappeared, and be careful not to touch the strange orbs.

R-211 Snover

GROUP: Ice
FIELD MOVE: None
POKÉ ASSIST: Ice (30 sec)

Browser Comments

It attacks by launching leaves and hurling hunks of ice.

Primary Location

PRE-ENDING	VOLCANO CAVE	D 08	P.91
POST-ENDING	You can challenge it post-ending if you did not take it in in Quest 32 pre-ending		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2460
EXP.: 250
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks	Attack Method	Group	Damage
	Throws leaves	Grass	6
	Ice chunks	Ice	6

Snover alternates between throwing leaves in front that spread out to the sides, or launching a single chunk of ice. You can evade the leaf attack easily by moving behind Snover, and when it's close to an ice chunk on the ground, just loop the two of them together.

R-212 Abomasnow

GROUP: Ice
FIELD MOVE: Crush 3
POKÉ ASSIST: Ice (30 sec)

Browser Comments

It throws leaves to attack. It also summons blizzards.

Primary Location

PRE-ENDING	ICE LAKE	W 04	P.81
POST-ENDING	ICE LAKE	W 04	P.81

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3960
EXP.: 333
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks	Attack Method	Group	Damage
	Throws leaves	Grass	12
	Blizzard shield	Ice	12

Abomasnow attacks with a forward spread of five leaves, or by making a blizzard shield around itself. The shield can become rather big, so it's best to retreat to a distant spot. Circle Abomasnow when it moves around between attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-213 Snorunt

GROUP: Ice
FIELD MOVE: Crush 1
POKÉ ASSIST: Ice (10 sec)

Browser Comments

It blows powdered snow and hunks of ice from its mouth to attack.

Primary Location

PRE-ENDING	ALMIA CASTLE	X 02	P.82
POST-ENDING	ALMIA CASTLE	X 02	P.82

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1680
EXP.: 160
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Powder snow	Ice	4
Ice chunks	Ice	4

Snorunt attacks with a blast of powder snow, or by launching a single chunk of ice. The powder snow will definitely damage your Styler if you're in the middle of circling, so wait for it to stop before making your move. As for the ice chunks, feel free to lasso them up in circles alongside Snorunt.

R-214 Glalie

GROUP: Ice
FIELD MOVE: Crush 3
POKÉ ASSIST: Ice (30 sec)

Browser Comments

It flies around at incredible speed while making blocks of ice fall.

Primary Location

PRE-ENDING	ALMIA CASTLE	X 07	P.82
POST-ENDING	ALMIA CASTLE	X 07	P.82

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2030
EXP.: 170
AIRBORNE: ❍

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Charge attack	Normal	6
Hail	Ice	4

Glalie attacks by charging across the screen, or by dropping two chunks of hail from above. The hail turns into ice pillars when it hits the ground, restricting the amount of free space you have to work in. Wait for the pillars to disappear and then circle Glalie when it moves around between attacks.

R-215 Froslass

GROUP: Ice
FIELD MOVE: Crush 4
POKÉ ASSIST: Ice (50 sec)

Browser Comments

It makes hunks of ice fall. It protects itself with a ghostly fire.

Primary Location

PRE-ENDING	ALMIA CASTLE	X 24	P.83
POST-ENDING	ALMIA CASTLE	X 19	P.83

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 7500
EXP.: 800
AIRBORNE: ❍

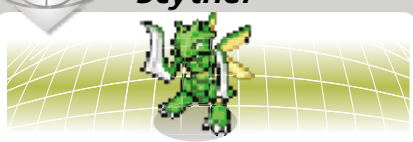
Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Will-o-wisp shield	Ghost	8
Hail	Ice	8
Curse ball	Ghost	8

Froslass has three attack patterns: it can whirl four will-o-wisps around itself as a shield, drop a single chunk of hail from above that becomes a pillar of ice on the ground, or send out a curse ball that will follow your Capture Disc. Wait for the will-o-wisp shield to disappear before trying to circle Froslass, and just dodge all of the other attacks.

R-216 Scyther



GROUP: Bug
FIELD MOVE: Cut 3
POKÉ ASSIST: Bug (24 sec)

Browser Comments

It attacks by slashing with both arms while jumping around.

Primary Location

PRE-ENDING	ALMIA CASTLE	X 03	P.82
POST-ENDING	ALMIA CASTLE	X 03	P.82

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1680
EXP.: 166
AIRBORNE: –

Effective Poké Assists: Fire, Flying, Rock

Attacks

Attack Method	Group	Damage
Slash	Normal	8

Scyther attacks by dropping its arm in a slash attack. It also moves by jumping around, so your Capture Line will likely be broken many times before you succeed in filling the Friendship Gauge.

R-217 Scizor

GROUP: Steel
FIELD MOVE: Cut 4
POKÉ ASSIST: Steel (40 sec)

Browser Comments

It dashes around quickly while attacking with its steel pincers.

Primary Location

PRE-ENDING	ALTRU BUILDING	K 09	P.118
POST-ENDING	ALTRU BUILDING	K 09	P.118

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 4050
EXP.: 680
AIRBORNE: –

Effective Poké Assists: Fire, Fighting, Ground

Attacks

Attack Method	Group	Damage
Steel headbutt	Steel	7

Scizor attacks with a powerful steel headbutt. Try circling it between attacks, but it will be hard to keep up due to Scizor's bouncy movement. Don't worry too much if your Capture Line gets cut—just follow Scizor's movements and keep on circling.

R-218 Dratini

GROUP: Dragon
FIELD MOVE: Tackle 1
POKÉ ASSIST: Dragon (20 sec)

Browser Comments

It attacks by breathing blue flames that are unique to Dragon-group Pokémon.

Primary Location

PRE-ENDING	ALMIA CASTLE	X 09	P.82
POST-ENDING	ALMIA CASTLE	X 09	P.82

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1610
EXP.: 160
AIRBORNE: –

Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Blue flame	Dragon	4

Dratini attacks by spitting blue flame in front of it. Don't try to circle Dratini during this attack—the blue flame is so long you'll definitely take some damage. Wait for the attack to end, then circle Dratini before the next attack.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-219 Dragonair

GROUP: Dragon
FIELD MOVE: Crush
POKÉ ASSIST: Dragon (70 sec)

Browser Comments
It attacks by breathing blue flames. It also has a mysterious barrier for protection.

Primary Location
PRE-ENDING: ALMIA CASTLE — X 18 — P.83
POST-ENDING: ALMIA CASTLE — X 18 — P.83

CAPTURE TECHNIQUE

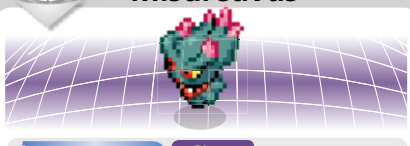
FRIENDSHIP GAUGE: 6250
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Ice, Dragon

Attacks	Attack Method	Group	Damage
	Blue flame	Dragon	13
	Wonder shield	Normal	9

Dragonair attacks by spitting blue flames in front of it, or by whirling a wonder shield around itself. Don't bother circling Dragonair while its wonder shield is up; wait for the shield to disappear first, then circle Dragonair in the time between its blue flame attacks.

R-220 Misdreavus



GROUP: Ghost
FIELD MOVE: None
POKÉ ASSIST: Ghost (24 sec)

Browser Comments
It attacks by letting loose psychic orbs and ones imbued with loathsome emotions.

Primary Location
PRE-ENDING: CHROMA RUINS — S 04 — P.72
POST-ENDING: You can challenge it post-ending if you did not take it on in Quest 36 pre-ending.

CAPTURE TECHNIQUE

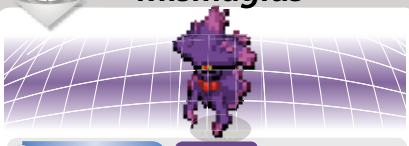
FRIENDSHIP GAUGE: 3400
EXP.: 550
AIRBORNE: ❍

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Anguish ball	Ghost	7
	Psi flame	Psychic	7

Misdreavus attacks by launching an anguish ball that sticks to the ground, or by shooting psi flames. It will warp from spot to spot, giving you very little time to circle it, so you'll need to loop right before and after its attacks, filling up its Friendship Gauge before it vanishes again.

R-221 Mismagius



GROUP: Ghost
FIELD MOVE: Psy Power
POKÉ ASSIST: Ghost (24 sec)

Browser Comments
It attacks by launching eerie orbs and orbs imbued with loathsome emotions.

Primary Location
PRE-ENDING: ALMIA CASTLE — X 21 — P.83
POST-ENDING: ALMIA CASTLE — X 21 — P.83

CAPTURE TECHNIQUE

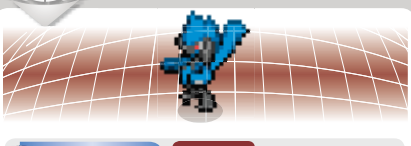
FRIENDSHIP GAUGE: 3220
EXP.: 290
AIRBORNE: ❍

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Anguish ball	Ghost	8
	Psi flame	Ghost	8

Mismagius attacks by firing an anguish ball that stays on the ground, or by blasting psi flames. Just like Misdreavus, it warps from spot to spot, leaving you less time to circle it at each spot. Circle as much as you can between when it appears and when it begins an attack.

R-222 Riolu



GROUP: Fighting
FIELD MOVE: Crush
POKÉ ASSIST: Fighting (10 sec)

Browser Comments
It leaps around quickly while throwing punches to attack.

Primary Location
PRE-ENDING: ALMIA CASTLE — X 15 — P.83
POST-ENDING: ALMIA CASTLE — X 15 — P.83

CAPTURE TECHNIQUE

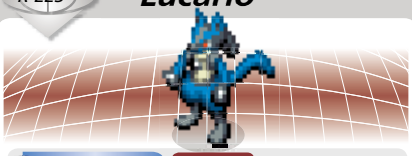
FRIENDSHIP GAUGE: 1750
EXP.: 160
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Punch	Fighting	8

Riolu attacks with a forward punch attack, which is likely to cause you damage if you keep circling it. Wait until between attacks so you can circle in safety.

R-223 Lucario



GROUP: Fighting
FIELD MOVE: None
POKÉ ASSIST: Fighting

Browser Comments
It launches orbs of aura power. It becomes stronger if its aura cloaks it.

Primary Location
PRE-ENDING: ALMIA CASTLE — X 26 — P.83
POST-ENDING: —

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 9000
EXP.: 2000
AIRBORNE: –

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Group	Damage
	Aura ball	Fighting	8
	Magnetic clumps	Steel	8
	Punch	Fighting	10

Lucario has three attack patterns: a spread of three aura balls, a launch of two magnetic clumps, or a punching attack. Depending on the time, Lucario's speed and attack power may be dramatically powered up, or they may switch back to normal. Either way, your best bet would be to circle Lucario between attacks.

R-224 Torkoal

GROUP: Fire
FIELD MOVE: Magma Flow
POKÉ ASSIST: Fire (15 sec)

Browser Comments
It launches blobs of fire from its back to attack.

Primary Location
PRE-ENDING: VOLCANO CAVE — D 08 — P.91
POST-ENDING: VOLCANO CAVE — D 08 — P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1600
EXP.: 140
AIRBORNE: –

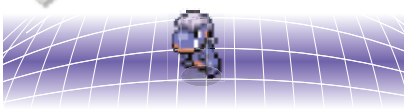
Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Fireball	Fire	5

Torkoal attacks by scattering six fireballs that burn on the ground for a while and greatly limit the space you have to circle in. Wait until they disappear and then loop Torkoal until its Friendship Gauge is full.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-225 Bagon



GROUP: Dragon
FIELD MOVE: Tackle
POKÉ ASSIST: Dragon (20 sec)

Browser Comments

It tackles to attack.

Primary Location

PRE-ENDING: VOLCANO CAVE — 08 P.91
POST-ENDING: VOLCANO CAVE — 08 P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1840
EXP.: 180
AIRBORNE: –

Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Charge attack	Normal	7

Bagon attacks by charging across the screen and back again. You can keep circling it during the attack, but only at the risk of taking damage. It's much safer and easier to just wait until after the attack.

R-226 Shelgon

GROUP: Dragon
FIELD MOVE: Tackle
POKÉ ASSIST: Dragon (40 sec)

Browser Comments

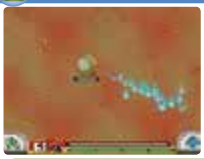
It breathes blue flames and attacks while thrashing about.

Primary Location

PRE-ENDING: VOLCANO CAVE — 08 P.91
POST-ENDING: VOLCANO CAVE — 08 P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2160
EXP.: 200
AIRBORNE: –



Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Thrashes around	Normal	8
Blue flame	Dragon	8

Shelgon alternates between thrashing across the screen and spitting a long blue flame. Both attacks are likely to cause damage if they catch you, so circle Shelgon between attacks to fill up its Friendship Gauge.

R-227 Salamence

GROUP: Dragon
FIELD MOVE: Crush
POKÉ ASSIST: Dragon (70 sec)

Browser Comments

It lets loose shock waves and breathes powerful flames.

Primary Location

PRE-ENDING: —
POST-ENDING: CRYSTA CAVE — 01 P.80

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 16500
EXP.: 1500
AIRBORNE: –

Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Blue flame	Dragon	20
Firewall	Fire	10
Powerful claws	Dragon	20
Powerful shock wave	Normal	20

Salamence can shoot a long blue flame, scratch with its powerful claws, spit out a firewall, and unleash a powerful area shock wave. Your best bet against these strong attacks is to wait for the firewall to die down, then circle Salamence as it moves around between attacks.

R-228 Heatran

GROUP: Fire
FIELD MOVE: None
POKÉ ASSIST: Fire

Browser Comments

It attacks by launching magma that explodes.

Primary Location

PRE-ENDING: VOLCANO CAVE — 16 P.91
POST-ENDING: —

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 12800
EXP.: 2500
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage
Expanding magma	Fire	8
Explosion	Fire	13
Steel headbutt	Steel	13
Fire blast	Fire	13

Heatran has three different attack patterns: a steel headbutt, an explosion that fills the whole screen, and a fire blast that spreads from its feet outward in a star shape. As you fill its Friendship Gauge, magma pools that don't fade away will appear in three spots. Circle Heatran between attacks and take your time—this capture will be long and tough.

R-229 Horsea

GROUP: Water
FIELD MOVE: Tackle
POKÉ ASSIST: Water (20 sec)

Browser Comments

It blows bubbles from its mouth to attack.

Primary Location

PRE-ENDING: SEA OF WAILORD — 01 P.96
POST-ENDING: SEA OF WAILORD — 01 P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2090
EXP.: 201
AIRBORNE: ○

Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Spits bubbles	Water	7

Horsea attacks by firing off two bubbles in a row in different directions. The bubbles remain on-screen for a while, but if Horsea gets close to one, you can draw the circle around both of them together. Fill Horsea's Friendship Gauge and be careful not to touch any of the bubbles.

R-230 Seadra

GROUP: Water
FIELD MOVE: Soak
POKÉ ASSIST: Water (30 sec)

Browser Comments

It blows bubbles from its mouth to attack.

Primary Location

PRE-ENDING: SEA OF WAILORD — 01 P.96
POST-ENDING: SEA OF WAILORD — 01 P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2375
EXP.: 214
AIRBORNE: ○

Effective Poké Assists:

Attacks

Attack Method	Group	Damage
Bubble beam	Water	7
Spits bubbles	Water	7

Seadra switches between spitting out three large bubbles and blasting a bubble beam. Wait until the three bubbles remaining on-screen disappear, then circle Seadra between attacks to build up its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-231 Kingdra

GROUP	Water
FIELD MOVE	Crush 4
POKÉ ASSIST	Dragon (70 sec)

Browser Comments

It blows bubbles from its mouth and lets loose widening rings of water to attack.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 01	P.96
POST-ENDING	SEA OF WAILORD	Y 02	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 10000

EXP. 1800

AIRBORNE ❍

Effective Poké Assists

Attacks

Attack Method	Group	Damage
Bubble beam	Water	7
Spits bubbles	Water	7
Aqua ring	Water	10

Kingdra has three attack patterns: spitting three bubbles at a time in different directions, blasting with a bubble beam, and launching a water ring around itself. Circling Kingdra during any of these attacks will just cause you damage, so circle while it moves around between attacks.

R-232 Huntail

GROUP	Water
FIELD MOVE	Crush 3
POKÉ ASSIST	Dark (21 sec)

Browser Comments

It attacks by letting loose dark pulses and biting.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 01	P.96
POST-ENDING	SEA OF WAILORD	Y 01	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 2300

EXP. 200

AIRBORNE ❍

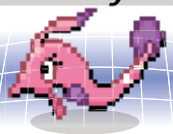
Effective Poké Assists

Attacks

Attack Method	Group	Damage
Bite	Dark	8
Black shock wave	Dark	6

Huntail attacks by chomping with its formidable teeth, or by unleashing several black shock waves. Each attack can easily damage you, so circle Huntail between attacks.

R-233 Gorebyss



GROUP	Water
FIELD MOVE	Crush 2
POKÉ ASSIST	Psychic (20 sec)

Browser Comments

It attacks by spitting orbs of psychic power.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 01	P.96
POST-ENDING	SEA OF WAILORD	Y 01	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 2400

EXP. 200

AIRBORNE ❍

Effective Poké Assists

Attacks

Attack Method	Group	Damage
Psi flame	Psychic	6

Gorebyss attacks the area in front of it with a psi flame, an assault that can be easily avoided by moving behind Gorebyss for the duration. Circle Gorebyss from the moment the attack ends until the next attack begins.

R-234 Tentacruel

GROUP	Water
FIELD MOVE	Crush 2
POKÉ ASSIST	Water (10 sec)

Browser Comments

It shoots poisonous needles and scatters poison to attack.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 01	P.96
POST-ENDING	SEA OF WAILORD	Y 01	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 5130

EXP. 554

AIRBORNE ❍

Effective Poké Assists

Attacks

Attack Method	Group	Damage
Throws stingers	Poison	10
Toxic shield	Poison	13

Tentacruel switches between shooting poison stingers to the edges of the screen and creating a toxic shield around itself. Both of these make it hard to circle Tentacruel, so circle it between attacks instead.

R-235 Omanyte

GROUP	Water
FIELD MOVE	Tackle 2
POKÉ ASSIST	Water (20 sec)

Browser Comments

It blows bubbles from its mouth to attack.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 04	P.95
POST-ENDING	SEA OF WAILORD	Y 04	P.95

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 2185

EXP. 204

AIRBORNE ❍

Effective Poké Assists

Attacks

Attack Method	Group	Damage
Bubble beam	Water	7
Spits bubbles	Water	7

Omanyte alternates between spitting a single bubble and blasting the area ahead of it with a bubble beam. Wait for the single bubble to disappear and the bubble-beam attack to stop, then circle Omanyte between attacks.

R-236 Omastar

GROUP	Water
FIELD MOVE	Soak 3
POKÉ ASSIST	Water (30 sec)

Browser Comments

It shoots bubbles from its mouth to attack.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 06	P.96
POST-ENDING	SEA OF WAILORD	Y 06	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 6300

EXP. 550

AIRBORNE ❍

Effective Poké Assists

Attacks

Attack Method	Group	Damage
Bubble beam	Water	10
Spits bubbles	Water	10

Omastar attacks by spitting out a single bubble, or by blasting the area in front of it with a bubble beam. Wait for the bubble to vanish and for the bubble-beam attack to end, then circle Omastar in the time between attacks. Keep circling to build up its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-237 Wailmer

GROUP: Water
FIELD MOVE: Tackle 2
POKÉ ASSIST: Water (10 sec)

Browser Comments

It blows bubbles from its mouth and lets loose widening rings of water to attack.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 06	P.96
POST-ENDING	SEA OF WAILORD	Y 06	P.96

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 600
AIRBORNE: ❍

Effective Poké Assists:

Attacks	Attack Method	Group	Damage
	Bubble beam	Water	9
	Aqua ring	Water	12

Wailmer alternates between blasting a bubble beam in front of it and creating a water ring around itself. Both attacks can cause you damage, so circle Wailmer between attacks to fill up its Friendship Gauge.

R-238 Wailord

GROUP: Water
FIELD MOVE: None
POKÉ ASSIST: Water

Browser Comments

This Pokémon is gargantuan. It is far too big to capture.

Primary Location

PRE-ENDING	SEA OF WAILORD	Y 01	P.96
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: —
EXP.: —
AIRBORNE: —

Effective Poké Assists:

Attacks	Attack Method	Group	Damage

Wailord is automatically recorded in your Browser when you clear Mission 12, "Rescue Wailord!" Destroy the four Traps to rescue Wailord from Team Dim Sun's control, and Wailord will respond to you with feelings of friendship that allow it to be recorded.

R-239 Cacnea

GROUP: Grass
FIELD MOVE: Tackle 1
POKÉ ASSIST: Grass (8 sec)

Browser Comments

It attacks by scattering needles.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z 10	P.100
POST-ENDING	HARUBA DESERT	Ø 01	P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2400
EXP.: 300
AIRBORNE: —

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Throws needles	Bug	6

Cacnea switches between throwing three needles forward or throwing two needles to each side. Whatever the direction, both of these attacks can inflict damage if you try circling it then, so circle Cacnea between attacks instead.

R-240 Cacturne

GROUP: Dark
FIELD MOVE: Crush 2
POKÉ ASSIST: Dark (14 sec)

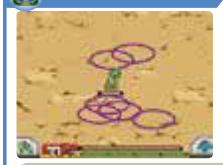
Browser Comments

It attacks by scattering needles.

Primary Location

PRE-ENDING	HARUBA DESERT	Ø 01	P.106
POST-ENDING	HARUBA DESERT	Ø 01	P.106

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 3125
EXP.: 350
AIRBORNE: —

Effective Poké Assists: Fighting, Bug

Attacks	Attack Method	Group	Damage
	Shoots needles	Bug	6
	Black shock wave	Dark	6

Cacturne will either attack by shooting many needles to both its left and right, or by unleashing several black shock waves. Both of these are likely to inflict damage, so circle Cacturne while it's moving around between attacks.

R-241 Mothim

GROUP: Bug
FIELD MOVE: Cut 2
POKÉ ASSIST: Flying (30 sec)

Browser Comments

It lets loose twisters and poison dust while protecting itself with a psychic barrier.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z 09	P.100
POST-ENDING	OIL FIELD HIDEOUT	Z 09	P.100

CAPTURE TECHNIQUE

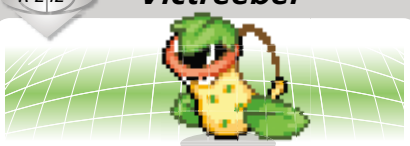
FRIENDSHIP GAUGE: 2500
EXP.: 310
AIRBORNE: ❍

Effective Poké Assists: Fire, Flying, Rock

Attacks	Attack Method	Group	Damage
	Whirlwind	Flying	6
	Glittering powder	Bug	6
	Psi shield	Psychic	6

Mothim has three attack patterns: unleashing a single whirlwind, scattering glittery powder, and whirling an orb around itself as a psi barrier. The barrier makes it hard to loop Mothim, so wait until it's gone, then circle in the time between attacks.

R-242 Victreebel



GROUP: Grass
FIELD MOVE: Cut 2
POKÉ ASSIST: Grass (16 sec)

Browser Comments

It shoots leaves and slops poison around to attack.

Primary Location

PRE-ENDING	OIL FIELD HIDEOUT	Z 14	P.100
POST-ENDING	HIPPOWDON TEMPLE	Ω 08	P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3600
EXP.: 500
AIRBORNE: —

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Toxic sludge	Poison	7
	Throws leaves	Grass	7

Victreebel attacks by throwing three leaves forward, or by spitting toxic sludge. The sludge becomes a puddle that spreads when it hits the ground. Circle Victreebel when it's far away from the puddle so you don't accidentally end up touching it.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-243 Sceptile

GROUP: Grass
FIELD MOVE: Cut 3
POKÉ ASSIST: Grass (32 sec)

Browser Comments

It dashes about quickly while shooting leaves to attack.

Primary Location

PRE-ENDING: OIL FIELD HIDEOUT Z20 P.101
POST-ENDING: OIL FIELD HIDEOUT Z20 P.101

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2730
EXP.: 329
AIRBORNE: –

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Throws leaves	Grass	7
Toxic sludge	Poison	7

Sceptile attacks by shooting eight leaves that go forward and out, or by spitting toxic sludge. You can evade the leaf attack by moving behind Sceptile, but be careful not to touch the toxic sludge left on the floor as you make your circles.

R-244 Sneasel

GROUP: Dark
FIELD MOVE: None
POKÉ ASSIST: Dark (21 sec)

Browser Comments

It hurls blocks of ice and sends gusts of dark wind to attack.

Primary Location

PRE-ENDING: ALMIA CASTLE X11 P.82
POST-ENDING: You can challenge it post-ending if you did not take it on in Quest 35 pre-ending.

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 1960
EXP.: 240
AIRBORNE: –

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black blade	Dark	7
Ice chunks	Ice	7

Sneasel alternates between throwing four black blades or launching a single chunk of ice. When Sneasel is next to the ice chunk, just draw a circle around them together. Dodge the blade attacks and keep circling Sneasel to fill up its Friendship Gauge.

R-245 Weavile

GROUP: Dark
FIELD MOVE: Cut 4
POKÉ ASSIST: Dark (28 sec)

Browser Comments

Its attacks consist of gusts of dark wind, hunks of ice, and dark pulses.

Primary Location

PRE-ENDING: –
POST-ENDING: ALMIA CASTLE X24 P.83

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 9000
EXP.: 1000
AIRBORNE: –

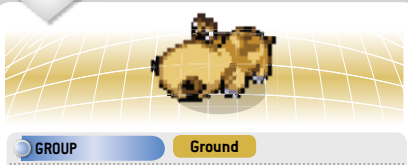
Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black blade	Dark	10
Ice chunks	Ice	10
Black shock wave	Dark	10

Weavile switches between tossing three black blades in front of it or launching a single chunk of ice. Black shock waves form at its feet as it jumps around the screen. Your best shot is to make your circles while it's walking, and dodge attacks as they occur.

R-246 Hippopotas



GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Ground (15 sec)

Browser Comments

It causes tremors and spits hunks of sand to attack.

Primary Location

PRE-ENDING: –
POST-ENDING: HIPPOWDON TEMPLE Ω11 P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3200
EXP.: 640
AIRBORNE: –

Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Sand clump	Ground	9
Earthquake	Ground	20

Hippopotas attacks by shaking the ground to create a fissure, or by hurling a clump of sand. The earthquake can easily cause a lot of damage, so circle Hippopotas between attacks, taking care not to touch the clumps of sand on the ground.

R-247 Hippowdon

GROUP: Ground
FIELD MOVE: Sand Fill
POKÉ ASSIST: Ground (15 sec)

Browser Comments

It triggers tremors and opens fissures in the ground. It also spits hunks of sand.

Primary Location

PRE-ENDING: HARUBA DESERT Ω02 P.106
POST-ENDING: HARUBA DESERT Ω02 P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 9000
EXP.: 700
AIRBORNE: –

Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Sand clump	Ground	11
Earthquake	Ground	15
Fissure	Ground	11

Hippowdon has three attack patterns: throwing one or two clumps of sand as it switches direction, causing earthquakes, and creating a fissure that extends to the edge of the screen. Circle Hippowdon while it's moving around between attacks, while being careful to avoid the sand clumps.

R-248 Bronzor

GROUP: Steel
FIELD MOVE: Crush
POKÉ ASSIST: Steel (10 sec)

Browser Comments

It launches iron balls and strange orbs to attack.

Primary Location

PRE-ENDING: HIPPOWDON TEMPLE Ω02 P.107
POST-ENDING: HIPPOWDON TEMPLE Ω02 P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2990
EXP.: 490
AIRBORNE: ○

Effective Poké Assists: Fire, Fighting

Attacks

Attack Method	Group	Damage
Throws iron balls	Steel	6
Strange orbs	Psychic	6

Bronzor attacks by hurling a large iron ball, or by tossing two strange orbs to both its left and right side. It warps from spot to spot, so you must circle it right before and after an attack, when it's visible. Keep circling Bronzor and fill up its Friendship Gauge.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-249 Bronzong

GROUP: Steel
FIELD MOVE: Crush
POKÉ ASSIST: Steel (30 sec)

Browser Comments

It launches iron balls and strange orbs to attack.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω05	P.106
POST-ENDING	HIPPOWDON TEMPLE	Ω05	P.106

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3900
EXP.: 520
AIRBORNE: ❍

Effective Poké Assists: Fire, Fighting

Attacks

Attack Method	Group	Damage
Throws iron balls	Steel	7
Strange orbs	Psychic	7

Bronzong attacks by throwing two large iron balls, or by scattering four strange orbs. Just like with Bronzor, your opportunity to circle it is right before and after an attack, when it's visible. Circle Bronzong while carefully avoiding the strange orbs.

R-250 Claydol

GROUP: Psychic
FIELD MOVE: Crush
POKÉ ASSIST: Psychic (30 sec)

Browser Comments

It scatters mysterious energy orbs. It also lets loose psychic energy waves to attack.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω10	P.107
POST-ENDING	HIPPOWDON TEMPLE	Ω10	P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3380
EXP.: 505
AIRBORNE: ❍

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Strange blob	Psychic	7
Strange orb	Psychic	7
Psi energy wave	Psychic	10

Claydol has three attack patterns: tossing forward lots of strange orbs, launching three strange blobs, and unleashing an area psi energy wave. Start circling Claydol when it appears and stop just before the next attack.

R-251 Gible

GROUP: Dragon
FIELD MOVE: None
POKÉ ASSIST: Dragon (60 sec)

Browser Comments

It spits hunks of dirt to attack.

Primary Location

PRE-ENDING	—		
POST-ENDING	VOLCANO CAVE	Ω12	P.91

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3000
EXP.: 800
AIRBORNE: –

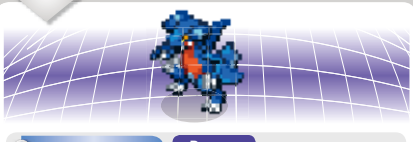
Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Mudball	Ground	9
Powerful claws	Dragon	20

Gible attacks by scratching with its powerful claws, or by spitting a single mudball. You can keep circling Gible during the claw attack, but if you do so you're likely to take damage. Instead, wait for the attack to end and circle Gible while avoiding the mud puddles on the ground.

R-252 Gabite



GROUP: Dragon
FIELD MOVE: Cut
POKÉ ASSIST: Dragon (60 sec)

Browser Comments

It spits hunks of dirt to attack. It also slashes with powerful claws.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω13	P.107
POST-ENDING	HIPPOWDON TEMPLE	Ω13	P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 2600
EXP.: 511
AIRBORNE: –

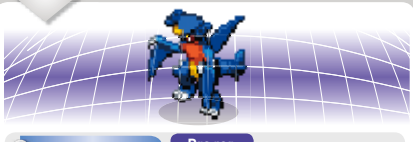
Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Mudball	Ground	6
Powerful claws	Dragon	9

Gabite attacks by scratching with its powerful claws, or by spitting a single mudball. It has shorter intervals between its attacks than Gible, so there isn't as much time to circle it. Just do your best to keep up with it and make your circles as it moves around between attacks.

R-253 Garchomp



GROUP: Dragon
FIELD MOVE: Crush
POKÉ ASSIST: Dragon (70 sec)

Browser Comments

It spits hunks of dirt to attack. It also rams at incredible speed.

Primary Location

PRE-ENDING	RANGER UNION	Ω13	P.113
POST-ENDING	HIPPOWDON TEMPLE	Ω16	P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 10000
EXP.: 3300
AIRBORNE: –

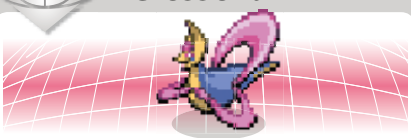
Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Mudball	Ground	7
Powerful claws	Dragon	13
Quick tackle	Normal	13

Garchomp attacks with a quick tackle, by spitting two mudballs, or by scratching with its mighty claws. Just wait these attacks out, circling Garchomp between attacks and making sure to keep up with its rapid movements.

R-254 Cresselia



GROUP: Psychic
FIELD MOVE: None
POKÉ ASSIST: Psychic

Browser Comments

It lets loose strange orbs. It attacks by spitting orbs of psychic power.

Primary Location

PRE-ENDING	HIPPOWDON TEMPLE	Ω18	P.107
POST-ENDING	—		

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 19600
EXP.: 3500
AIRBORNE: ❍

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Psi barrier	Psychic	9
Psi flame	Psychic	15

Cresselia attacks by shooting out a psi flame, or by rotating a strange orb around itself as a psi barrier. As its Friendship Gauge rises, as many as three strange orbs may whirl out to the edges of the screen. So wait until Cresselia is near the center of the screen, then circle it while dodging each attack.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-255 Blaziken

GROUP: Fire
FIELD MOVE: Burn 3
POKÉ ASSIST: Fire (15 sec)

Browser Comments

Its kicks send fireballs flying. It also sends out pillars of fire to attack.

Primary Location

PRE-ENDING: ALTRU BUILDING — K09 P.118
POST-ENDING: ALTRU BUILDING — K09 P.118

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 3750
EXP.: 698
AIRBORNE: –

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flames	Fire	8
	Firewall	Fire	8

Blaziken attacks by tossing five flames that spread out, or by making a firewall. Wait for the firewall to die down first, then circle Blaziken between attacks.

R-256 Absol

GROUP: Dark
FIELD MOVE: Cut 4
POKÉ ASSIST: Dark (28 sec)

Browser Comments

It launches dark pulses and gusts of dark wind to attack.

Primary Location

PRE-ENDING: ALTRU BUILDING — K08 P.118
POST-ENDING: ALTRU TOWER — T04 P.119

CAPTURE TECHNIQUE

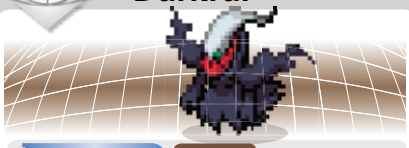
FRIENDSHIP GAUGE: 4500
EXP.: 647
AIRBORNE: –

Effective Poké Assists: Fighting, Bug

Attacks	Attack Method	Group	Damage
	Black blade	Dark	7
	Black shock wave	Dark	7

Absol attacks by tossing black blades off the edges of the screen. It can also warp around, leaving black shock waves in its wake. Circle when it appears right before an attack and in the time immediately after an attack, but do not touch the black shock waves.

R-257 Darkrai



GROUP: Dark
FIELD MOVE: Dark Power
POKÉ ASSIST: Dark

Browser Comments

It sends gusts of dark wind and lets loose dark pulses to attack.

Primary Location

PRE-ENDING: ALTRU TOWER — T10 P.119
POST-ENDING: ALTRU TOWER — T10 P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 24000
EXP.: 4400
AIRBORNE: ❍

Effective Poké Assists: Fighting, Bug

Attacks	Attack Method	Group	Damage
	Dark pulse	Dark	8
	Black blade	Dark	8
	Black hole	Dark	10
	Sonic boom	Normal	10

Darkrai attacks by unleashing an area sonic boom or by tossing black blades past the edges of the screen. As its Friendship Gauge fills up, it starts to use a dark-pulse attack and create black holes that fire beams. You must do your best to circle it between attacks.

R-258 Aerodactyl

GROUP: Rock
FIELD MOVE: Crush 4
POKÉ ASSIST: Flying (60 sec)

Browser Comments

It flies around while firing a powerful beam and supersonic waves from its mouth.

Primary Location

PRE-ENDING: —
POST-ENDING: PERIL CLIFFS — M03 P.54

CAPTURE TECHNIQUE

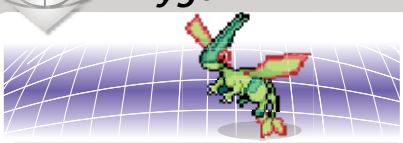
FRIENDSHIP GAUGE: 10000
EXP.: 1500
AIRBORNE: ❍

Effective Poké Assists: Water, Fighting, Steel

Attacks	Attack Method	Group	Damage
	Powerful beam	Normal	20
	Sonic boom	Normal	20
	Tackle	Normal	20

Aerodactyl has three attack patterns: a tackle attack, an area sonic boom, and a powerful beam that shoots straight off the edge of the screen. You can't possibly circle it during attacks, so wait for the lull between attacks.

R-259 Flygon



GROUP: Dragon
FIELD MOVE: Cut 4
POKÉ ASSIST: Dragon (70 sec)

Browser Comments

It flies around while letting loose supersonic waves and shock waves.

Primary Location

PRE-ENDING: —
POST-ENDING: HARUBA DESERT — D01 P.106

CAPTURE TECHNIQUE

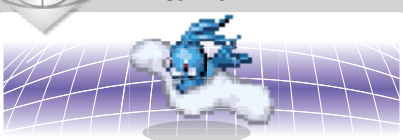
FRIENDSHIP GAUGE: 14000
EXP.: 1500
AIRBORNE: ❍

Effective Poké Assists: Ice, Dragon

Attacks	Attack Method	Group	Damage
	Sonic boom	Normal	10
	Whirlwind	Flying	10
	White blade	Normal	10

Flygon has three patterns of attack: throwing three white blades, making an area sonic boom, or unleashing a single whirlwind. The whirlwind sits in one place for a while, so just circle Flygon between attacks and avoid touching the whirlwind.

R-260 Altaria



GROUP: Dragon
FIELD MOVE: Cut 2
POKÉ ASSIST: Dragon (40 sec)

Browser Comments

It protects itself with a curious barrier. It attacks with twisters and blue flames.

Primary Location

PRE-ENDING: —
POST-ENDING: CHROMA HIGHLANDS — Q03 P.72

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 7000
EXP.: 1000
AIRBORNE: ❍

Effective Poké Assists: Ice, Dragon

Attacks	Attack Method	Group	Damage
	Whirlwind	Flying	10
	Wonder shield	Normal	10
	Blue flame	Dragon	10

Altaria has three attack patterns: shooting a blue flame, creating a whirlwind that floats in one spot for a while, and whirling two wonder shields around itself. You can't really make a circle while the shields are up, so wait for them to go away, then circle Altaria while dodging its other attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-261 Togekiss

GROUP: Normal
FIELD MOVE: Cut
POKÉ ASSIST: Normal (40 sec)

Browser Comments

It spits aura orbs and twisters to attack. It protects itself with a strange barrier.

Primary Location

PRE-ENDING: —
POST-ENDING: ALTRU TOWER — 10 — P.119

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: ❍

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Aura ball	Fighting	10
Whirlwind	Flying	10
Wonder shield	Normal	10

Togekiss has three patterns of attack: throwing aura balls in all directions, starting a whirlwind that spins in one spot on the screen for a bit, and creating a wonder shield around itself. Wait for the shield to disappear, then circle Togekiss between attacks.

R-262 Porygon-Z

GROUP: Normal
FIELD MOVE: Crush
POKÉ ASSIST: Normal (40 sec)

Browser Comments

It protects itself with a strange barrier. It attacks by discharging electric bolts.

Primary Location

PRE-ENDING: —
POST-ENDING: OIL FIELD HIDEOUT — Z 16 — P.101

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8200
EXP.: 1010
AIRBORNE: ❍

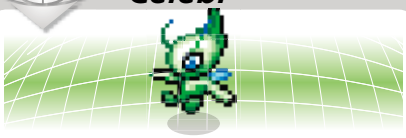
Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Wonder shield	Normal	10
Throws lightning	Electric	10
Discharge	Electric	10

Porygon-Z has three attack methods: throwing four rounds of lightning in three directions, discharging electricity from its body, and whirling two wonder shields around itself. You can't really circle it while the shield is in use, so follow and circle it when it moves around between attacks.

R-263 Celebi



GROUP: Grass
FIELD MOVE: None
POKÉ ASSIST: Grass

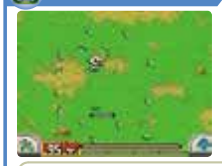
Browser Comments

It protects itself with a psychic barrier. It attacks by shooting high-speed leaves.

Primary Location

PRE-ENDING: —
POST-ENDING: VIEN FOREST — F 10 — P.43

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE: 12000
EXP.: 2000
AIRBORNE: ❍

Effective Poké Assists: Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Scatters leaves	Grass	8
Psi shield	Psychic	8

Celebi scatters leaves all over the screen and whirls wonder orbs around itself as a protective shield. You'll take damage trying to circle Celebi during an attack, so wait for the attack to end. But even then it won't be easy—Celebi moves very fast, and your Capture Line is bound to be cut a few times before you succeed.

R-264 Regirock

GROUP: Rock
FIELD MOVE: None
POKÉ ASSIST: Rock (65 sec)

Browser Comments

It opens fissures in the ground. It also triggers rockfalls to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: VIEN FOREST — F 11 — P.43

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 25000
EXP.: 2000
AIRBORNE: —

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks

Attack Method	Group	Damage
Powerful shock wave	Normal	20
Drops boulders	Rock	10
Fissure	Ground	10

Regirock has three attack patterns: causing massive area shock waves, creating fissures that extend past the edges of the screen, and dropping huge rocks from above. All are dangerous, so wait and circle Regirock between attacks.

R-265 Regice

GROUP: Ice
FIELD MOVE: None
POKÉ ASSIST: Ice (50 sec)

Browser Comments

It sends out shock waves. It also attacks with blocks of ice.

Primary Location

PRE-ENDING: —
POST-ENDING: ALMIA CASTLE — X 21 — P.83

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 25000
EXP.: 2000
AIRBORNE: —

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Powerful shock wave	Normal	20
Ice pillar	Ice	10

Regice attacks by either forming two big ice pillars or by creating a huge shock wave. When the pillars are on-screen, there isn't a lot of space to circle in, so wait for them to vanish before trying to loop Regice.

R-266 Registeel

GROUP: Steel
FIELD MOVE: None
POKÉ ASSIST: Steel (50 sec)

Browser Comments

It guards itself with an electric barrier. It hurls hunks of magnetism and electricity.

Primary Location

PRE-ENDING: —
POST-ENDING: CHROMA RUINS — S 15 — P.73

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 25000
EXP.: 2000
AIRBORNE: —

Effective Poké Assists: Fire, Fighting, Ground

Attacks

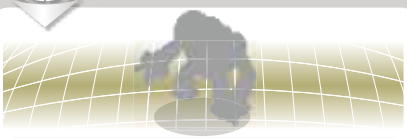
Attack Method	Group	Damage
Thunder sphere	Electric	10
Electric shield	Electric	10
Magnetic clumps	Steel	10

Registeel attacks by scattering three magnetic clumps or three thunder spheres, and by whirling two lightning shields around itself. Wait for the shields to disappear, then circle Registeel while avoiding the thunder spheres and magnetic clumps still sitting on the ground.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-267

???



GROUP	Normal
FIELD MOVE	None
POKÉ ASSIST	Normal

Browser Comments

It creates a shock wave with every step. It throws punches to attack.

Primary Location

PRE-ENDING	—
POST-ENDING	HIPPOWDON TEMPLE 20 P.107

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 36000

EXP. 4300

AIRBORNE —

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Shock wave	Normal	25
Punch	Fighting	25
Powerful beam	Normal	25
Fissure	Ground	15
Drops boulders	Rock	15

The final Pokémon has a breathtaking variety of moves, each one powerful in its own right. It'll be a formidable opponent, but your learned techniques and vast experience should be more than enough to bring this one down.

Pokémon Ranger
Pokémon Browser
Capture Arena Appendix

R-159

Gardevoir

GROUP	Psychic
FIELD MOVE	Psy Power
POKÉ ASSIST	Psychic (20 sec)

Browser Comments

It scatters strange orbs while protecting itself with a psychic barrier.

Primary Location

PRE-ENDING	—
POST-ENDING	CAPTURE ARENA 05 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 12000

EXP. 1000

AIRBORNE —

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Strange orb	Psychic	10
Psi barrier	Psychic	10

Gardevoir attacks by tossing strange orbs in every direction, and whirling strange orbs around itself to create a psi barrier. Each of these can damage you while you're circling, so circle Gardevoir between when it appears to just before it attacks.

R-081

Toxicroak

GROUP	Poison
FIELD MOVE	Crush
POKÉ ASSIST	Poison

Browser Comments

It lets loose a poison gas and a poisonous fluid from its mouth to attack.

Primary Location

PRE-ENDING	—
POST-ENDING	CAPTURE ARENA 06 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 24000

EXP. 2800

AIRBORNE —

Effective Poké Assists: Ground, Psychic

Attacks

Attack Method	Group	Damage
Propels poison gas	Poison	12
Toxic sludge	Poison	12
Toxic mist	Poison	12
Spreads poison gas	Poison	12

Toxicroak has four patterns of attack: spitting toxic sludge, shooting out poison gas, spreading poison gas, and unleashing a toxic mist. As its Friendship Gauge fills up, it increases the volume of gas that it shoots, and moves around more aggressively. Use every chance you get to circle Toxicroak between attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-035 Shiftry

GROUP: Dark
FIELD MOVE: Cut
POKÉ ASSIST: Dark (30 sec)

Browser Comments

It whips up winds with its arms, then sends out twisters to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 07 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 10000
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Whirlwinds	Flying	10
Dark pulse	Dark	10
Twister	Flying	10

Shiftry spins while releasing whirlwinds in every direction, and also creates twisters that float in one spot. When it moves around, Shiftry releases dark pulses. Your best chance is to wait for when it's releasing a stationary twister—then you can circle Shiftry together with the twister.

R-196 Spiritomb

GROUP: Ghost
FIELD MOVE: None
POKÉ ASSIST: Ghost

Browser Comments

It warps from rock to rock. It uses a variety of attacks.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 08 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 30000
EXP.: 3000
AIRBORNE: –

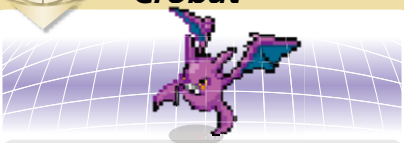
Effective Poké Assists: Ghost, Dark

Attacks

Attack Method	Group	Damage
Dark pulse	Dark	12
Strange orb	Psychic	12
Strange blob	Psychic	12
Psi flame	Psychic	12
Cursed orb	Ghost	12

Spiritomb pops out from one of five rocks and performs one of five attacks. Your opportunities to circle it will come between its appearance and attack, and then between the end of its attack and its disappearance. This will take a while, so use every chance you get.

R-016 Crobat



GROUP: Flying
FIELD MOVE: Crush
POKÉ ASSIST: Flying (30 sec)

Browser Comments

It spits poison and lets loose supersonic waves to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 09 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: ❍

Effective Poké Assists: Electric, Ice, Rock

Attacks

Attack Method	Group	Damage
Toxic sludge	Poison	10
Toxic shield	Poison	12
Sonic boom	Normal	10

Crobat has three attack patterns: spitting toxic sludge, putting up a toxic shield, and blasting a sonic boom. If you try to circle while the shield is up you'll probably take damage, so circle it right before and after the sonic boom attack, carefully avoiding the toxic sludge on the ground.

R-184 Alakazam

GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It warps around to move. It attacks by letting loose strange orbs.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 09 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: ❍

Effective Poké Assists: Bug, Ghost, Dark

Attacks

Attack Method	Group	Damage
Strange blob	Psychic	10
Strange orb	Psychic	10

Alakazam attacks by throwing big strange orbs in front of it, or it warps around the screen while launching two strange blobs to each side. You'll only be able to circle Alakazam when it first appears, before it attacks, and when it's done attacking.

R-223 Lucario

GROUP: Fighting
FIELD MOVE: None
POKÉ ASSIST: Fighting

Browser Comments

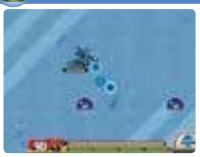
It launches orbs of aura power. It becomes stronger if its aura cloaks it.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 10 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 32000
EXP.: 3000
AIRBORNE: –



Effective Poké Assists: Flying, Psychic

Attacks

Attack Method	Group	Damage
Aura ball	Fighting	12
Magnetic clumps	Steel	12
Punch	Fighting	20

Lucario has three patterns of attack: punching, throwing three aura balls, or launching two magnetic clumps. Its speed and attack power will be rising and falling the entire time, so wait for Lucario to be moving at normal speed, then circle it between attacks.

R-252 Gabite

GROUP: Dragon
FIELD MOVE: Cut
POKÉ ASSIST: Dragon (40 sec)

Browser Comments

It spits hunks of dirt to attack. It also slashes with powerful claws.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 11 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: –

Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Mudball	Ground	10
Powerful claws	Dragon	15

Gabite attacks by spitting a mudball or by scratching with its powerful claws. There's only a short period between attacks, so there might be two mudballs on the screen at once. If Gabite happens to be near one, just include it in your circle.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-256 Absol

GROUP: Dark
FIELD MOVE: Cut
POKÉ ASSIST: Dark (30 sec)

Browser Comments

It launches dark pulses and gusts of dark wind to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 11 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 10000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Fighting, Bug

Attacks	Attack Method	Group	Damage
	Black blade	Dark	10
	Black shock wave	Dark	10

Absol attacks by tossing several black blades all the way to the edge of the screen. It also warps around, leaving black shock waves in its wake. Circle Absol when it appears but before it attacks, and also right after it attacks, staying clear of the black shock waves.

R-228 Heatran

GROUP: Fire
FIELD MOVE: None
POKÉ ASSIST: Fire

Browser Comments

It attacks by launching magma that explodes.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 12 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 34000
EXP.: 3000
AIRBORNE: —

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Expanding magma	Fire	10
	Explosion	Fire	17
	Steel headbutt	Steel	17

Heatran attacks with steel headbutts, and creates explosions that fill the whole screen. As its Friendship Gauge rises, three magma pools appear around the screen that never disappear. Wait for the explosions to die down, then keep circling Heatran until its next attack.

R-255 Blaziken

GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire (10 sec)

Browser Comments

Its kicks send fireballs flying. It also sends out pillars of fire to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 13 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flames	Fire	11
	Firewall	Fire	11

Blaziken scatters five fireballs and creates a firewall. The firewall is likely to damage you, so wait for it to die down before looping Blaziken, and keep circling until its next attack.

R-117 Bellossom

GROUP: Grass
FIELD MOVE: Cut
POKÉ ASSIST: Grass (16 sec)

Browser Comments

While protecting itself with leaves, it also scatters them to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 13 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Leaf shield	Grass	11
	Throws leaves	Grass	11

Bellossom attacks by throwing leaves, or by whirling three leaves around itself. The leaf shield extends out to eventually cover the whole screen, so lift your stylus during that attack. Otherwise, keep your circles wide enough to accommodate the whirling leaf circle.

R-019 Gengar

GROUP: Ghost
FIELD MOVE: Psy Power
POKÉ ASSIST: Ghost (16 sec)

Browser Comments

It attacks by spitting out eerie orbs and sinister ones imbued with loathing.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 13 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 7000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Ghost, Dark

Attacks	Attack Method	Group	Damage
	Eerie orb	Ghost	11
	Cursed orbs	Ghost	11

Gengar alternates between throwing five eerie orbs and launching a series of cursed orbs that follow the Capture Disc around. Start circling right after it warps onto a spot, but before it starts an attack. Keep looping and build up its Friendship Gauge.

R-254 Cresselia

GROUP: Psychic
FIELD MOVE: None
POKÉ ASSIST: Psychic

Browser Comments

It lets loose strange orbs. It attacks by spitting orbs of psychic power.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 14 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 36000
EXP.: 3000
AIRBORNE: ❍

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Psi barrier	Psychic	10
	Psi flame	Psychic	20

Cresselia will unleash a psi flame to attack or whirl a strange orb around itself as a barrier. As its Friendship Gauge fills up, it starts releasing up to three strange orbs that spin around the edges of the screen. When Cresselia is near the center, circle while dodging its other attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-143 Drifblim

GROUP: Ghost
FIELD MOVE: Elevate
POKÉ ASSIST: Ghost (16 sec)

Browser Comments

It launches eerie orbs to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 16 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 10000
EXP.: 1000
AIRBORNE: ❍

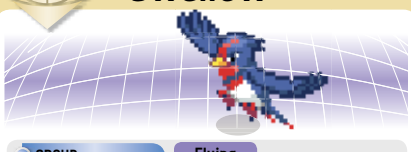
Effective Poké Assists: Ghost, Dark

Attacks

Attack Method	Group	Damage
Eerie orbs	Ghost	11

Drifblim attacks by throwing a big eerie orb or by releasing two eerie orbs to both its left and right sides. It performs these attacks in series, so circle it between attacks.

R-007 Swellow



GROUP: Flying
FIELD MOVE: Cut
POKÉ ASSIST: Flying (30 sec)

Browser Comments

It whips up gusts with its wings to attack. It also rams targets.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 16 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 7000
EXP.: 1000
AIRBORNE: ❍

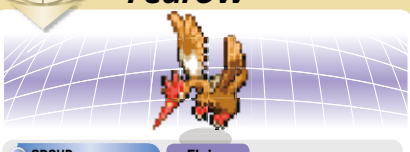
Effective Poké Assists: Electric, Ice, Rock

Attacks

Attack Method	Group	Damage
Whirlwind	Flying	10
Quick tackle	Normal	20

Swellow switches between a quick tackle attack or launching a single whirlwind. Wait out the tackle, then circle Swellow between attacks.

R-113 Fearow



GROUP: Flying
FIELD MOVE: Cut
POKÉ ASSIST: Flying (30 sec)

Browser Comments

It flies around at high speed and charges to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 16 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 6000
EXP.: 1000
AIRBORNE: ❍

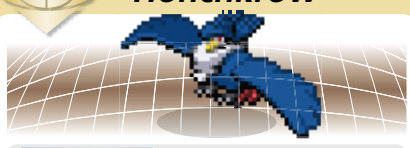
Effective Poké Assists: Electric, Ice, Rock

Attacks

Attack Method	Group	Damage
Whirlwind	Flying	10
Quick tackle	Normal	20

Fearow alternates between a quick tackle attack and releasing four whirlwinds. Circle it between attacks, but be sure to keep up with its frantic movements.

R-186 Honchkrow



GROUP: Dark
FIELD MOVE: Cut
POKÉ ASSIST: Dark (15 sec)

Browser Comments

It looses gusts of dark wind and twisters. It also attacks with dark pulses.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 16 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8500
EXP.: 1000
AIRBORNE: ❍

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Whirlwind	Flying	10
Black blade	Dark	10
Black shock wave	Dark	10

Honchkrow attacks by blasting two whirlwinds, throwing a large black blade, or unleashing a black shock wave. The whirlwinds and the blade can be safely dodged by moving behind Honchkrow. Then continue circling Honchkrow in the brief period of time between attacks.

R-119 Yanmega

GROUP: Bug
FIELD MOVE: None
POKÉ ASSIST: Bug

Browser Comments

It spits gooey silk. It attacks by letting loose shock waves.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 17 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 16000
EXP.: 1500
AIRBORNE: ❍

Effective Poké Assists: Fire, Flying, Rock

Attacks

Attack Method	Group	Damage
White blade	Normal	11
Sonic boom	Normal	15
String shot	Bug	11

When sharing the screen with Gliscor, Yanmega attacks by throwing one white blade or by releasing an area sonic boom. Once Yanmega is alone on the screen, it begins to use a string-shot attack that disappears quickly. It's best to just circle both Pokémon together between attacks.

R-129 Gliscor

GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Flying

Browser Comments

It launches twisters and hunks of dirt. It also rams to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 17 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 16000
EXP.: 1500
AIRBORNE: ❍

Effective Poké Assists: Water, Ice

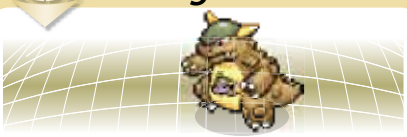
Attacks

Attack Method	Group	Damage
Whirlwind	Flying	11
Mudball	Ground	11
Thrashes around	Normal	16

When it's sharing the screen with Yanmega, Gliscor attacks by sending out two whirlwinds or by thrashing around. When it's alone and its Friendship Gauge is high, it speeds up and starts spitting mudballs. Try just circling both Pokémon at once between attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-146 Kangaskhan



GROUP: Normal
FIELD MOVE: Crush 2
POKÉ ASSIST: Normal (20 sec)

Browser Comments

It launches powerful beams from its mouth to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 18 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 13000
EXP. 1000
AIRBORNE —

Effective Poké Assists: Fighting

Attacks

Attack Method	Group	Damage
Powerful beam	Normal	18

Kangaskhan attacks with a powerful beam that extends to the edges of the screen. Wait for the attack to end, then circle Kangaskhan between attacks.

R-133 Aggron

GROUP: Steel
FIELD MOVE: Tackle 4
POKÉ ASSIST: Steel (20 sec)

Browser Comments

It opens up fissures in the ground. It also rams to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 18 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 14000
EXP. 1000
AIRBORNE —

Effective Poké Assists: Fire, Fighting, Ground

Attacks

Attack Method	Group	Damage
Steel headbutt	Steel	20
Fissure	Ground	12

Aggron alternates between a steel headbutt and creating a huge fissure that stretches all the way to the edge of the screen. You can circle it in the period between the end of one attack and the beginning of another. But there's only a short interval between attacks, so make sure you jump right in to have as much time as possible.

R-122 Tyranitar

GROUP: Rock
FIELD MOVE: Crush 4
POKÉ ASSIST: Dark (26 sec)

Browser Comments

It is a vicious Pokémon that triggers rockfalls and shoots beams from its mouth.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 18 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 15000
EXP. 1000
AIRBORNE —

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks

Attack Method	Group	Damage
Drops boulders	Rock	12
Black shock wave	Dark	12
Powerful beam	Normal	25

Tyranitar has three attack patterns: dropping several rocks from above, launching a black shock wave, or shooting a powerful beam to the edges of the screen. Just circle it as fast as you can between attacks.

R-212 Abomasnow

GROUP: Ice
FIELD MOVE: Crush 3
POKÉ ASSIST: Ice (20 sec)

Browser Comments

It throws leaves to attack. It also summons blizzards.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 18 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 14000
EXP. 1000
AIRBORNE —

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Throws leaves	Grass	15
Blizzard shield	Ice	15

Abomasnow attacks by throwing five leaves forward, or by forming a blizzard shield around itself. The blizzard shield covers a large area, so you should get as far away as possible and wait to circle Abomasnow between attacks.

R-202 Mamoswine

GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Ground

Browser Comments

It triggers tremors and breathes powdered snow to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 19 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 20000
EXP. 1000
AIRBORNE —

Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Powder snow	Ice	11
Earthquake	Ground	20
Ice pillar	Ice	11

The Mamoswine that appears together with Rhyperior and Tangrowth attacks by creating earthquakes. When Mamoswine is alone with one other Pokémon, it starts blasting powder snow. When it's alone, Mamoswine speeds up and starts attacking with ice pillars. It's best to circle all three Pokémon together, once their attacks end.

R-151 Rhyperior

GROUP: Ground
FIELD MOVE: None
POKÉ ASSIST: Ground

Browser Comments

It lets loose shock waves to attack. It also triggers rockfalls.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 19 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 20000
EXP. 1000
AIRBORNE —

Effective Poké Assists: Grass, Water, Ice

Attacks

Attack Method	Group	Damage
Powerful shock wave	Normal	20
Drops boulders	Rock	11
Fissure	Ground	11
Throws boulders	Rock	11

When it's sharing the screen with Mamoswine and Tangrowth, Rhyperior attacks by throwing two rocks or by hitting the area with a powerful shock wave. Once there are only two Pokémon left, Rhyperior creates X-shaped fissures. And when it's alone, Rhyperior drops huge rocks from above. So try to circle all three Pokémon when they're clumped together.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-036 Tangrowth

GROUP: Grass
FIELD MOVE: Tackle
POKÉ ASSIST: Grass

Browser Comments

It launches a poison powder to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA ★19 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 20000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Group	Damage
	Glittering powder	Poison	11
	Vine-sprouting seeds	Grass	11
	Vine pillars	Grass	11

When sharing the screen with Mamoswine and Rhyperior, Tangrowth attacks with a glittering powder. When there are only two Pokémon on-screen, it starts shooting out seeds that sprout vines. When only it remains, it speeds up its attacks and starts growing 1–6 vines as an attack as well. From the start, try to circle all three Pokémon together.

R-097 Eevee

GROUP: Normal
FIELD MOVE: Tackle
POKÉ ASSIST: Normal (10 sec)

Browser Comments

It quickly dashes about and charges to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA ★20 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 7000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Fighting

Attacks	Attack Method	Group	Damage
	Quick tackle	Normal	20

Eevee uses a quick tackle attack and moves around very quickly. Your Capture Line will get broken often as a result; don't let that bother you, keep trying to circle Eevee until you fill its Friendship Gauge.

R-101 Espeon

GROUP: Psychic
FIELD MOVE: Teleport
POKÉ ASSIST: Psychic (20 sec)

Browser Comments

It spits eerie orbs of energy to attack. It protects itself with a psychic barrier.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA ★20 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8500
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Group	Damage
	Psi barrier	Psychic	10
	Strange blob	Psychic	10
	Eerie orb	Psychic	10

Espeon has three attack patterns: throwing eerie orbs, whirling a psi barrier around itself, and spitting strange blobs. The barrier has a good chance of inflicting damage, so wait for it to disappear, then circle Espeon in the brief time between attacks.

R-099 Jolteon

GROUP: Electric
FIELD MOVE: Electrify
POKÉ ASSIST: Electric (16 sec)

Browser Comments

It attacks by discharging bolts of electricity from all over its body.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA ★20 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8500
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Ground

Attacks	Attack Method	Group	Damage
	Throws lightning	Electric	11
	Thunder spheres	Electric	11

Jolteon attacks with 2–4 rounds of three lightning bolts, or by sending out three thunder balls at a time. Wait for the lightning attack to end, then circle Jolteon, staying clear of the thunder spheres when they come.

R-098 Vaporeon

GROUP: Water
FIELD MOVE: Soak
POKÉ ASSIST: Water (20 sec)

Browser Comments

It attacks by letting loose blobs of water and bubbles from its mouth.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA ★20 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8500
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Group	Damage
	Water glob	Water	11
	Bubble beam	Water	11

Vaporeon attacks with a bubble beam or by spitting water globs. You'll probably incur damage if you try circling Vaporeon during the bubble-beam attack, so wait until Vaporeon is moving around to loop it, and be sure to avoid the puddles on the ground.

R-100 Flareon

GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire (10 sec)

Browser Comments

It attacks by spitting fireballs and breathing streams of fire.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA ★20 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8500
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Water, Ground, Rock

Attacks	Attack Method	Group	Damage
	Throws flames	Fire	12
	Flamethrower	Fire	12

Flareon attacks by tossing flames in every direction, or by using a flamethrower attack. Both of these attacks can cause significant damage, so wait for them to end, then circle Flareon between attacks.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-102 Umbreon

GROUP: Dark
FIELD MOVE: Cut
POKÉ ASSIST: Dark

Browser Comments

It attacks by releasing a dark pulse.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA — 21 — P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 18000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black shock wave	Dark	11
Black blade	Dark	11

When it shares the screen with Leafeon and Glaceon, Umbreon attacks by releasing several black shock waves. If it's one of two Pokémon left on-screen, it shoots black blades across the screen. It's best to try and circle these three Pokémon as a group when they're close together, after their attacks end.

R-103 Leafeon

GROUP: Grass
FIELD MOVE: Cut
POKÉ ASSIST: Grass

Browser Comments

It scatters leaves and makes vines grow out of the ground to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA — 21 — P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 18000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Leaf shield	Grass	11
Vine pillars	Grass	11
Throws leaves	Grass	11

When it's sharing the screen with Umbreon and Glaceon, Leafeon mainly attacks by throwing leaves. If it's alone with one other Pokémon, Leafeon grows huge vines out of the ground. And if it's totally alone, it whirls three leaves around itself, which makes it very hard to capture. Try to circle all three Pokémon together when they're standing in a group.

R-104 Glaceon

GROUP: Ice
FIELD MOVE: Crush
POKÉ ASSIST: Ice

Browser Comments

It shoots an icy beam from its mouth. It also attacks with hunks of ice.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA — 21 — P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 18000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks

Attack Method	Group	Damage
Hail	Ice	11
Ice beam	Ice	20
Blizzard shield	Ice	11
Powder snow	Ice	11

When sharing the screen wtih Umbreon and Leafeon, Glaceon attacks with a blast of powder snow. As one of two Pokémon remaining, it can also use an ice beam and a blizzard shield. When it's alone on the screen, Glaceon drops huge chunks of hail from above. It's best to just circle all three Pokémon together when their attacks end.

R-240 Cacturne

GROUP: Dark
FIELD MOVE: Crush
POKÉ ASSIST: Dark (30 sec)

Browser Comments

It attacks by scattering needles.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA — 22 — P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 9000
EXP.: 1000
AIRBORNE: —

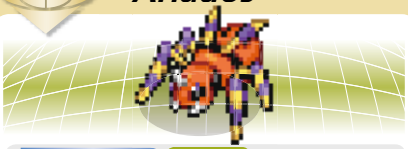
Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Shoots needles	Bug	11
Black shock wave	Dark	11

Cacturne attacks by tossing big needles to both sides, or by releasing several black shock waves. Both attacks can inflict damage with ease, so wait for them to end, then circle Cacturne between attacks.

R-156 Ariados



GROUP: Bug
FIELD MOVE: Tackle
POKÉ ASSIST: Bug (16 sec)

Browser Comments

It spins webs around itself while moving about.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA — 22 — P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8000
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Fire, Flying, Rock

Attacks

Attack Method	Group	Damage
Makes a web	Bug	11

Ariados attacks by spinning webs at its feet, and it attacks often—it does this so frequently that the ground may never be free of webs. So just wait for Ariados to stand on top of a web, then circle Ariados and the web together as fast as you can.

R-148 Banette

GROUP: Ghost
FIELD MOVE: Psy Power
POKÉ ASSIST: Ghost (16 sec)

Browser Comments

While protecting itself with ghostly fire, it attacks with eerie orbs.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA — 22 — P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE: 8500
EXP.: 1000
AIRBORNE: —

Effective Poké Assists: Ghost, Dark

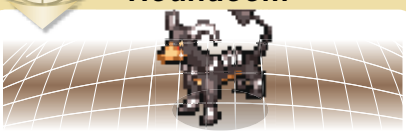
Attacks

Attack Method	Group	Damage
Will-o-wisp defense	Ghost	10
Sinister orb	Ghost	10

Banette defends itself by spinning four will-o-wisps around itself, and attacks by throwing sinister orbs to its front and back. As soon as one set of will-o-wisps vanishes, Banette immediately creates another. You'll just have to risk the potential damage and make a circle wide enough to loop up Banette when it's surrounded by will-o-wisps.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-154 Houndoom



GROUP: Dark
FIELD MOVE: Burn 2
POKÉ ASSIST: Dark (30 sec)

Browser Comments

It spits blobs of fire and lets loose dark pulses to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 22 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 9500
EXP. 1000
AIRBORNE —

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black shock wave	Dark	12
Fireball	Fire	12
Flamethrower	Fire	12

Houndoom has three attack patterns: a firethrower attack, firing several black shock waves, or spitting fireballs. If you decide to wait for the fireballs to vanish, you won't have much time to circle Houndoom. Once the other attacks have finished, swoop in and circle Houndoom together with a fireball.

R-253 Garchomp

GROUP: Dragon
FIELD MOVE: Crush 5
POKÉ ASSIST: Dragon (40 sec)

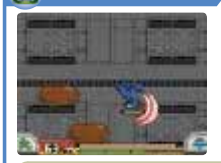
Browser Comments

It spits hunks of dirt to attack. It also rams at incredible speed.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 22 P.146

CAPTURE TECHNIQUE



FRIENDSHIP GAUGE 13000
EXP. 1000
AIRBORNE —

Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Mudball	Ground	10
Powerful claws	Dragon	20
Quick tackle	Normal	20

Garchomp has three attack patterns: spitting two mudballs, scratching with its powerful claws, and a quick tackle. You can't really circle it during an attack, so try to keep up with its rapid movements and circle it between attacks.

R-174 Drapion

GROUP: Poison
FIELD MOVE: None
POKÉ ASSIST: Poison

Browser Comments

It spits poison needles and poisonous fluid. It also forms poisonous puddles to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 23 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 22000
EXP. 1000
AIRBORNE —

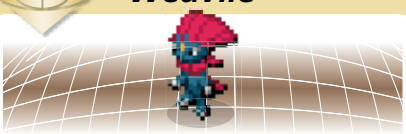
Effective Poké Assists: Ground, Psychic

Attacks

Attack Method	Group	Damage
Shoots poison stingers	Poison	10
Expanding toxic bog	Poison	10
Toxic shield	Poison	10
Toxic sludge	Poison	4

When it's sharing the screen with the four Weavile, Drapion attacks by shooting poison stingers. When there are fewer Pokémon, Drapion creates expanding toxic bogs and toxic sludges, and starts using a toxic shield. This will make your job harder, so try to circle Drapion and the four Weavile when they're standing together as a group.

R-245 Weavile



GROUP: Dark
FIELD MOVE: Cut 4
POKÉ ASSIST: Dark

Browser Comments

Its attacks consist of gusts of dark wind, hunks of ice, and dark pulses.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 23 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 12000
EXP. 500
AIRBORNE —

Effective Poké Assists: Fighting, Bug

Attacks

Attack Method	Group	Damage
Black blade	Dark	10
Ice chunks	Ice	10
Slash	Normal	13
Ice pillar	Ice	10

When they're sharing the screen with Drapion, the four Weavile attack by throwing black blades to the edge of the screen. As the Pokémon get picked off, the survivors start to drop hail from above, form giant ice pillars, and use slash attacks. This definitely makes them harder to capture, so try to circle all four at once.

R-072 Electivire

GROUP: Electric
FIELD MOVE: Electrify 3
POKÉ ASSIST: Electric

Browser Comments

It discharges electricity from its body. It protects itself with an electric barrier.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 25 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 25000
EXP. 1700
AIRBORNE —

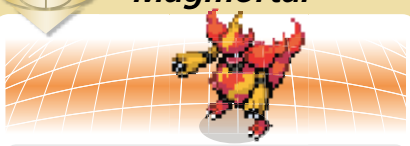
Effective Poké Assists: Ground

Attacks

Attack Method	Group	Damage
Discharge	Electric	12
Electric shield	Electric	12

When it's accompanied by Magmortar, Electivire attacks by discharging electricity from its body. When it's standing alone, it starts spinning an electric shield around itself. You should loop up both Pokémon together, after their attacks.

R-075 Magmortar



GROUP: Fire
FIELD MOVE: Burn 5
POKÉ ASSIST: Fire

Browser Comments

It lets loose flames from its hands. It also has an explosive attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 25 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 24000
EXP. 1700
AIRBORNE —

Effective Poké Assists: Water, Ground, Rock

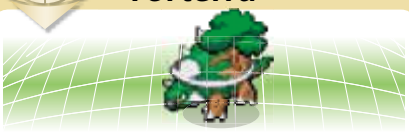
Attacks

Attack Method	Group	Damage
Flamethrower	Fire	12
Firewall	Fire	12
Explosion	Fire	20

When it's on screen with Electivire, Magmortar mainly attacks with explosions. But when it's the last Pokémon left, it also creates firewalls and uses a flamethrower attack, one right after the other. Wait for Magmortar's explosion and Electivire's discharge to end, then circle them together.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

R-054 Torterra



GROUP: Grass
FIELD MOVE: Tackle
POKÉ ASSIST: Grass

Browser Comments

It attacks by scattering leaves and shooting seeds.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 26 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 25000
EXP. 1100
AIRBORNE —

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks

Attack Method	Group	Damage
Vine-sprouting seeds	Grass	12
Scatters leaves	Grass	12

When sharing the screen with Infernape and Empoleon, Torterra attacks by scattering leaves across the whole screen. If it's one of two Pokémon left, it shoots seeds that sprout into vines. Lift your stylus during the leaf attack and resume circling Torterra after its attacks end.

R-170 Infernape

GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire

Browser Comments

It spits blobs of fire to attack. It also has an explosive attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 26 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 21000
EXP. 1100
AIRBORNE —

Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage
Explosion	Fire	20
Fireball	Fire	12

When accompanied by Torterra and Empoleon, Infernape attacks with explosions or by launching a single fireball. When it's the last Pokémon standing, its explosions become fiercer. Wait for the lull between all three Pokémon's attacks, then swoop in and circle them as a group.

R-208 Empoleon

GROUP: Water
FIELD MOVE: River Flow
POKÉ ASSIST: Water

Browser Comments

It attacks by spitting bubbles and blobs of water.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 26 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 23000
EXP. 1100
AIRBORNE —

Effective Poké Assists: Grass, Electric

Attacks

Attack Method	Group	Damage
Water glob	Water	12
Bubble beam	Water	12

When it's sharing the screen with Torterra and Infernape, Empoleon attacks with a bubble beam. If it's one of two Pokémon remaining, it also spits globs of water. The bubble beam is sure to inflict damage, so wait for it to end before circling Empoleon.

R-259 Flygon

GROUP: Dragon
FIELD MOVE: Cut
POKÉ ASSIST: Dragon

Browser Comments

It flies around while letting loose supersonic waves and shock waves.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 27 P.146

CAPTURE TECHNIQUE *

FRIENDSHIP GAUGE 30000
EXP. 1100
AIRBORNE ❍

Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Sonic boom	Normal	10
Twister	Flying	10
White blade	Normal	10

When it's on the screen with Salamence and Charizard, Flygon attacks with several white blades. When there are only two Pokémon left, it blasts the area with a sonic boom. And when it's alone on-screen, it hurls a twister. Just try to circle all three Pokémon together, keeping an eye out for Flygon's frantic movements.

R-227 Salamence

GROUP: Dragon
FIELD MOVE: Crush
POKÉ ASSIST: Dragon

Browser Comments

It lets loose shock waves and breathes powerful flames.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 27 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 35000
EXP. 1100
AIRBORNE —

Effective Poké Assists: Ice, Dragon

Attacks

Attack Method	Group	Damage
Blue flame	Dragon	20
Firewall	Fire	10
Powerful claws	Dragon	20
Powerful shock wave	Normal	20

When accompanied by Flygon and Charizard, Salamence attacks with a blast of blue flame. With one other Pokémon, it scratches with its powerful claws and spits fireballs. And when alone, Salamence launches shock waves. It can start spewing blue flame without warning, so be careful, and try to circle all three Pokémon together.

R-139 Charizard

GROUP: Fire
FIELD MOVE: Burn
POKÉ ASSIST: Fire

Browser Comments

It spits blobs of fire. It also lets loose expanding rings of fire to attack.

Primary Location

PRE-ENDING: —
POST-ENDING: CAPTURE ARENA 27 P.146

CAPTURE TECHNIQUE

FRIENDSHIP GAUGE 40000
EXP. 1100
AIRBORNE —

Effective Poké Assists: Water, Ground, Rock

Attacks

Attack Method	Group	Damage
Fireball	Fire	13
Fire blast	Fire	13
Flamethrower	Fire	13

When roaming the screen with Flygon and Salamence, Charizard attacks with a five-pointed fire blast that spreads out from its feet. If it's one of two Pokémon remaining, it uses a flamethrower attack, and when it's the last Pokémon, it also spits fireballs. You can't circle Charizard during the fire-blast attack, so make sure it's over, then start circling.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SIDEBAR 4

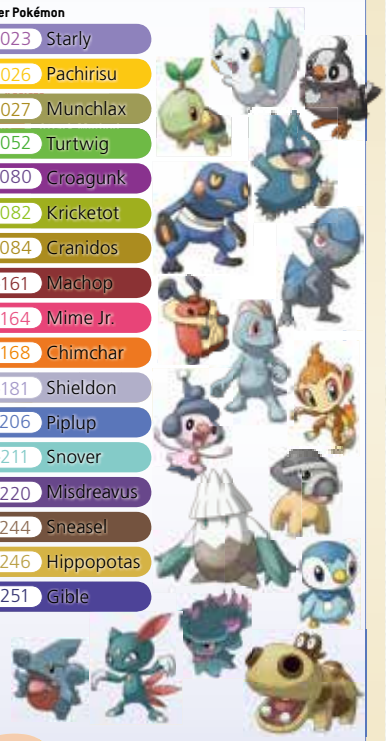
Aim for Rank-S on One-Time Pokémon Captures

Lots of Pokémon make an appearance in *Pokémon Ranger: Shadows of Almia* but some Pokémon will only appear once, and that's your one-and-only chance to capture it! When you're capturing one of these Pokémon, aim to be the best—Rank S!

Pokémon that can only be captured once, in an event or on a Quest:

Partner Pokémon

- R-023 Starly
- R-026 Pachirisu
- R-027 Munchlax
- R-052 Turtwig
- R-080 Croagunk
- R-082 Kricketot
- R-084 Cranidos
- R-161 Machop
- R-164 Mime Jr.
- R-168 Chimchar
- R-181 Shieldon
- R-206 Piplup
- R-211 Snover
- R-220 Misdreavus
- R-244 Sneasel
- R-246 Hippopotas
- R-251 Gible



Pokémon that can only be captured once, on a Quest:

- R-263 Celebi

No Rank given for recording in the Browser:

- R-238 Wailord

SIDEBAR 5

As Seen in the Almia Times ····· 2

Secrets revealed in the final issue?

Twelve volumes of the Almia Times are available to read before the game's ending. After the ending, you'll be able to read the Almia Times' 13th volume—be sure to check it out!

Vol. 7

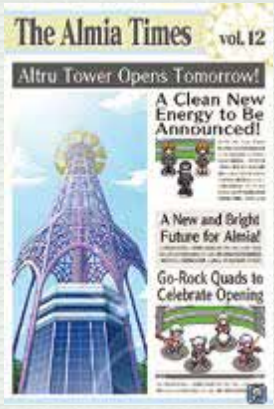
Vol. 8

Vol. 9

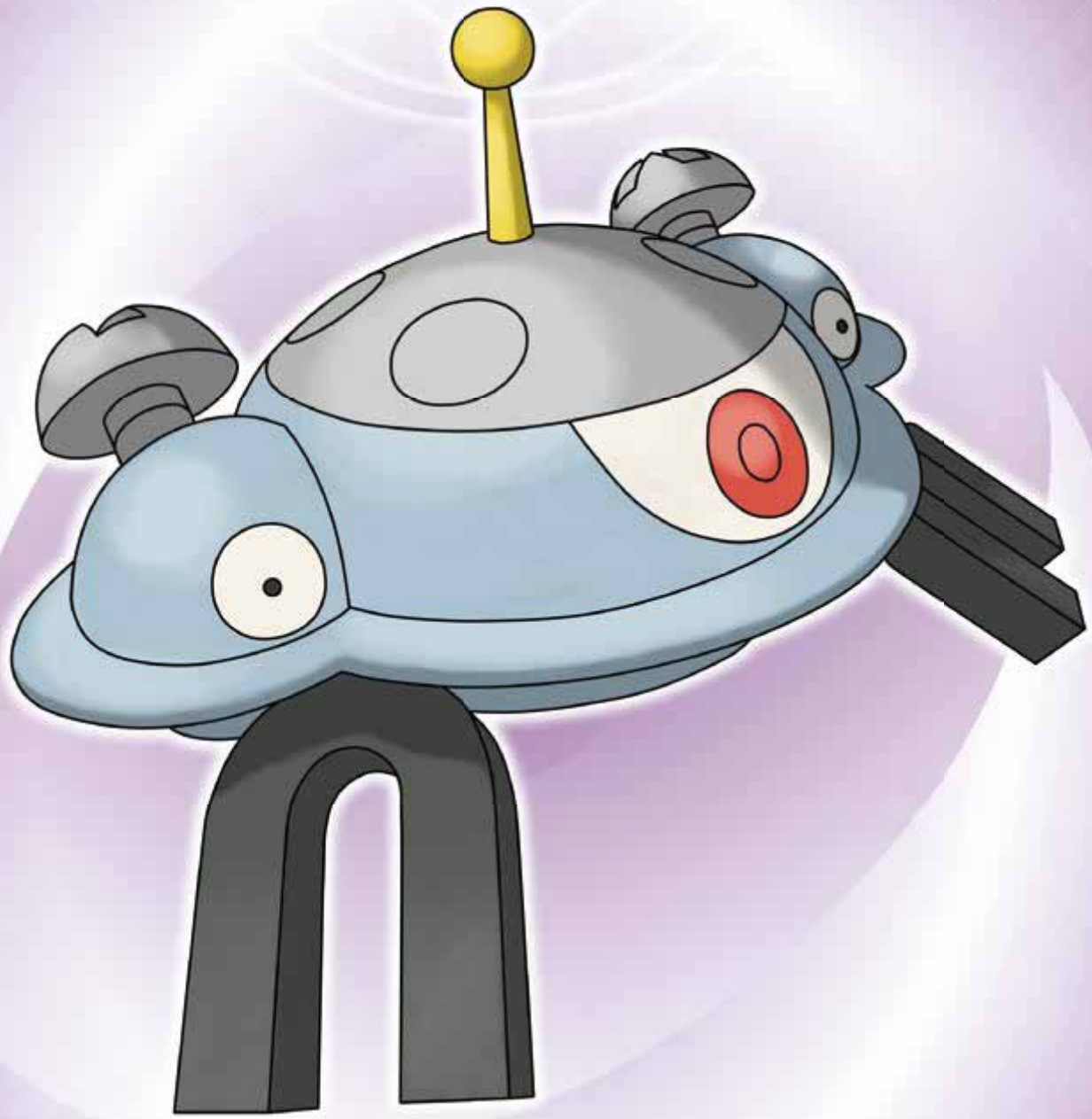
Vol. 10

Vol. 11

Vol. 12



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Charts and Information

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Target Clear Guide

HERE'S A LIST OF THE POKÉMON YOU'LL NEED TO CLEAR THE OBSTACLES YOU ENCOUNTER ON YOUR ADVENTURES. USE IT WELL!

• **Clearable Targets, Pre-ending** (Some targets appear after you accept a Quest. These targets are not shown on the map—check this chart for their general location.)

Target	Primary Location	Field Move Needed	Name and Location of Pokémon with the Field Move
Hot Boulder	Volcano Cave P.91 O 08 Volcano Cave P.91 O 14	Soak x2	Gastrodon — Volcano Cave P.90 O 10 Pelipper — Volcano Cave P.91 O 12
Sand Cover	Hippowdon Temple P.106 Ω 08	Tunnel x1	Sandslash — Hippowdon Temple P.106 Ω 09
Chunky Rock	Marine Cave P.38 D 02 Peril Cliffs P.55 M 02	Soak x1	Shellos — Marine Cave P.38 D 02 Bibarel — Ranger Union P.53 I 04
Gateway	Chroma Highlands P.72 Q 03	Tackle x3	Bastiodon — Chroma Highlands P.72 Q 01
Moving Tree	Vien Forest P.44 F 05 Vien Forest P.43 F 10	Tackle x4	Aggron — Volcano Cave P.91 O 14
Rock	Marine Cave P.38 D 02 Chroma Ruins P.72 S 03	Crush x2	Nosepass — Marine Cave P.38 D 02 Pupitar — Chroma Ruins P.72 S 02
Planted Tree	Ranger School P.25 A 02 Vien Forest P.44 F 05	Soak x1	Squirtle — Ranger School P.25 A 10 Wartortle — Vien Forest P.44 F 02
Boulder	Sea of Wailord P.95 Y 04 Hippowdon Temple P.107 Ω 16	Crush x4	Sharpedo — Sea of Wailord P.95 Y 05 Tyranitar — Hippowdon Temple P.107 Ω 14
Huge Flower	Chroma Highlands P.72 Q 02	Tackle x3	Bastiodon — Chroma Highlands P.72 Q 01
Fallen Leaves	Ranger School P.28 *1 A 02	Burn x1	Charmander — Ranger School P.25 A 02
Heavy Boulder	Volcano Cave P.91 O 14	Tackle x4	Aggron — Volcano Cave P.91 O 14
Smoke Detector	Altru Building P.118 K 10	Burn x3	Blaziken — Altru Building P.118 K 09
Fallen Tree	Vien Forest P.44 F 05 Chroma Road P.73 R 01	Cut x3	Umbreon — Chroma Ruins P.72 S 06 Vileplume — Chroma Highlands P.72 Q 02
Wire Fence	Cargo Ship P.65 P 06	Cut x2	Raticate — Cargo Ship P.65 P 08
Yellow Switch	Cargo Ship P.65 P 05	Tackle x2	Machoke — Cargo Ship P.65 P 05
Curious Tree	Chroma Road P.73 R 01 Haruba Village P.106 Σ 01	Soak x2	Wartortle — Vien Forest P.44 F 01 Pelipper — Haruba Village P.106 Σ 01
Wood Fence	Ranger School P.25 A 02 Marine Cave P.38 D 01	Cut x1	Taillow — Ranger School P.25 A 02 Glameow — Vientown P.38 B 06
Wood Fence	Chroma Highlands P.72 Q 01	Cut x2	Carnivine — Chroma Highlands P.72 Q 01
Crate	Ranger School P.27 A 04 Vientown P.28 *2 B 06	Crush x1	Bidoof — Ranger School P.26 A 03 Vientown P.38 B 06
Kingston Valve	Cargo Ship P.65 P 01	Tackle x2	Machoke — Cargo Ship P.65 P 02
Smelly Flower	Chroma Highlands P.72 Q 01	Tackle x2	Dodrio — Chroma Highlands P.73 R 02

*1……Appears once you accept Quest 18. *2……Appears once you accept Quest 05.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Target	Primary Location		Field Move Needed	Name and Location of Pokémon with the Field Move		
Gate	Pueltown P.44	G 03	Electrify x2	Voltorb	Pueltown P.48	G 03
	Oil Field Hideout P.100	Z 06		Luxio	Oil Field Hideout P.100	Z 08
Ice Block	Almia Castle P.82	X 02	Burn x4	Ninetales	Almia Castle P.82	X 12
Ice Wall	Shiver Camp P.81 *3	V 01	Burn x2	Growlithe	Pueltown P.48	G 01
				Magmar	Volcano Cave P.64	O 03
Solid Ice	Crysta Cave P.80	T 06	Burn x2	Camerupt	Crysta Cave P.80	T 02
	Ice Lake P.81*4	W 04		Growlithe	Pueltown P.44	G 01
Rugged Rock	Marine Cave P.38	D 04	Soak x2	Gastrodon	Marine Cave P.38	D 03
	Peril Cliffs P.55	M 02		Bibarel	Ranger Union P.53	D 04
Circuit Ball (Blue)	Altru Tower P.119	ϖ 07	Electrify x3	Ampharos	Altru Tower P.119	ϖ 02
Circuit Ball (Red)	Altru Tower P.119	ϖ 05	Soak x3	Vaporeon	Altru Tower P.119	ϖ 01
Circuit Ball (Yellow)	Altru Tower P.119	ϖ 03	Crush x3	Golem	Altru Tower P.119	ϖ 02
Snow Tree	Hia Valley P.81	U 01	Tackle x1	Spheal	Hia Valley P.81	U 01
				Piloswine	Hia Valley P.81	U 01
Torch	Ice Lake P.81	W 04	Burn x1	Vulpix	Ice Lake P.81	W 04
	Almia Castle P.82	X 09			Almia Castle P.82	X 05
Small Rock	Marine Cave P.38	D 01	Crush x1	Geodude	Marine Cave P.38	D 02
	Puel Sea P.49	H 02		Finneon	Puel Sea P.49	H 01
Vine	Peril Cliffs P.54	M 01	Cut x1	Staravia	Peril Cliffs P.54	M 01
	Haruba Desert P.106	∂ 01		Fearow	Haruba Desert P.106	∂ 01
Steel Frame	Sea of Wailord P.96	Y 06	Cut x3	Starmie	Sea of Wailord P.96	Y 06
	Altru Building P.118	K 06		Scyther	Altru Building P.118	K 08
Metal Fence	Sea of Wailord P.95	Y 04	Cut x3	Starmie	Sea of Wailord P.95	Y 04
Electric Door	Cargo Ship P.65	P 05	Electrify x1	Voltorb	Cargo Ship P.65	P 05
Fallen Log	Vien Forest P.44 *5	F 01	Cut x2	Roselia	Vien Forest P.44	F 02
Gigaremo (Blue)	Pueltown P.45 *6	G 04	Electrify x2	Elekid	Pueltown P.45	G 04
	Cargo Ship P.65	P 04		Luxio	Cargo Ship P.65	P 02
Gigaremo (Red)	Pueltown P.44 *6	G 01	Soak x2	Bibarel	Vien Forest P.43	F 08
	Ranger Union P.53	I 05			Ranger Union P.53	I 04
Gigaremo (Yellow)	Peril Cliffs P.55	M 04	Crush x2	Mawile	Peril Cliffs P.54	M 03
	Cargo Ship P.65	P 05		Drowzee	Cargo Ship P.65	P 02
Gigaremo (Green)	Pueltown P.44 *6	G 03	Burn x2	Growlithe	Pueltown P.44	G 01
Strange Weed	Union Road P.53	J 03	Tackle x1	Aipom	Union Road P.53	J 01
				Pineco	Union Road P.53	J 03
Power Generator	Oil Field Hideout P.100	Z 07	Electrify x3	Luxray	Oil Field Hideout P.100	Z 09
	Oil Field Hideout P.101	Z 21			Oil Field Hideout P.101	Z 21
Fiery Wall	Volcano Cave P.91	O 11	Soak x3	Pelipper	Volcano Cave P.91	O 12
	Volcano Cave P.64 *7	O 04				

*3……Appears once you accept Quest 31. *4……Appears once you accept Quests 27 or 44.
*5……Appears once you accept Quest 04. *6……Called “strange machine” in Mission 04.
*7……Appears once you accept Quest 30.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Target	Primary Location	Field Move Needed	Name and Location of Pokémon with the Field Move
Sealed Door	Volcano Cave P.64 O 04 Chroma Ruins P.72 S 06	Psy Power x1	Shuppet Volcano Cave P.64 O 05 Hypno Chroma Ruins P.72 S 06
Sealed Door	Chroma Ruins P.73 S 10	Psy Power x2	Hypno Chroma Ruins P.73 S 11
Sealed Door	Almia Castle P.83 X 17 Chroma Ruins P.72 S 06	Psy Power x3	Mismagius Almia Castle P.83 X 21 Gengar Hippowdon Temple P.107 Ω 10
Large Cage	Altru Building P.118 K 13 Altru Building P.118 K 15	Cut x4	Scizor Altru Building P.118 K 12 Absol Altru Building P.118 K 12
Trap	Sea of Wailord P.96 Y 01 Sea of Wailord P.96 Y 02	Crush x3	Huntail Sea of Wailord P.96 Y 01 Sea of Wailord P.96 Y 02
Round Rock	Chroma Ruins P.73 S 11	Tackle x3	Bastiodon Chroma Ruins P.73 S 10
Green Switch	Cargo Ship P.65 P 05	Tackle x2	Machoke Cargo Ship P.65 P 05
Burning Log	Vien Forest P.41 F 01	Soak x2	Wartortle Vien Forest P.41 F 02
Wood Block	Puel Sea P.49 H 01 Puel Sea P.49 H 03	Cut x1	Staryu Puel Sea P.49 H 02
Forest Tree	Ranger School P.25 A 13 Vien Forest P.41 F 01	Tackle x1	Budew Ranger School P.25 A 02 Cherubi Vien Forest P.41 F 01
Soft Soil	Chroma Ruins P.72 S 05 Chroma Ruins P.72 S 09	Tunnel x1	Sandshrew Chroma Ruins P.72 S 05 Chroma Ruins P.72 S 06
Solid Snow	Ice Lake P.81 W 04	Tackle x3	Piloswine Hia Valley P.81 U 01
Rope	Cargo Ship P.65 P 11	Cut x1	Raticate Cargo Ship P.65 P 08

• **Clearable Targets, Post-ending**

Target	Primary Location	Field Move Needed	Name and Location of Pokémon with the Field Move
Rock Statue	Vien Forest P.43 F 11	Crush x5	Garchomp Hippowdon Temple P.107 Ω 16
Ice Statue	Almia Castle P.83 X 21	Burn x5	Magmortar Volcano Cave P.64 O 03
Pledge Stone	Ranger School P.25 A 10	Tackle x5	Rampardos Peril Cliffs P.55 M 02
Steel Statue	Chroma Ruins P.73 S 15	Cut x5	Gallade Altru Building P.118 K 11

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Poké Assist Match-ups

POKÉ ASSIST USED \ TARGET POKÉMON'S GROUP	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													△	△			△
Fire		△	△		○	○						○	△		△		○
Water		○	△		△				○				○		△		
Electric			○	△	△				△	○					△		
Grass		△	◎		△			△	◎	△		△	◎		△		△
Ice		△	△		○	△			○	○					○		△
Fighting	○					○		△		△	△	△	○	△		○	○
Poison					◎			△	△				△	△			△
Ground		○		○	△			○		△		△	○				○
Flying				△	○		○					○	△				△
Psychic							○	○			△					△	△
Bug		△			○		△	△		△	○			△		○	△
Rock		○				○	△		△	○		○					△
Ghost	△										○			○		△	△
Dragon															○		△
Dark							△				○			○		△	△
Steel		△	△	△		○							○				△

EFFECTIVENESS
◎.....x2
○.....x1.5
△.....x0.75

GRASS, POISON, AND GROUND POKÉ ASSISTS HAVE NO EFFECT ON POKÉMON THAT FLY OR FLOAT.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

The Almia Region

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

Alphabetical Pokémon Index

Story Mode

Abomasnow 196
Abra 192
Absol 204
Aerodactyl 204
Aggron 183
Aipom 179
Alakazam 192
Altaria 204
Ambipom 179
Ampharos 179
Arcanine 172
Ariados 187
Aron 183
Bagon 199
Banette 185
Bastiodon 191
Beedrill 170
Bellossom 180
Bibarel 161
Bidoof 161
Bidoof (Rescuing Little Tim) 161
Blastoise 162
Blaziken 204
Bonsly 166
Bronzong 203
Bronzor 202
Budew 161
Buizel 170
Buneary 163
Cacnea 201
Cacturne 201
Camerupt 182
Carnivine 183
Celebi 205
Charizard 184
Charmander 184
Charmeleon 184
Chatot 172
Cherrim 169
Cherubi 168
Chimchar 189
Chinchou 175
Chingling 195
Claydol 203
Combee 170
Corsola 176
Cranidos 175
Cresselia 203
Croagunk 174
Crobat 163
Darkrai 204
Delibird 196
Dodrio 183
Doduo 183
Dragonair 198
Drapion 190
Dratini 197
Drifblim 185
Drifloon 184
Drowzee 189
Dusclops 193
Dusknoir 193
Duskull 193
Eevee 177
Electabuzz 172
Electivire 173
Electrode 174
Elekid 172
Empoleon 196
Espeon 178
Fearow 180
Finneon 175
Flaaffy 178
Flareon 177
Floatzel 170
Flygon 204
Forretress 179
Froslass 197
Gabite 203
Gallade 188
Gallade (three-on-one battle in Mission 16, "Execute Operation Brighton!") 188
Garchomp 203
Gardevoir 187
Gastly 163
Gastrodon 167
Geodude 167
Gengar 163
Gible 203
Girafarig 191
Glaceon 178
Glalie 197
Glameow 167
Gligar 182
Gliscor 182
Gloom 180
Golbat 163
Golem 168
Gorebyss 200
Graveler 168
Grotle 169
Growlithe 171
Happiny 164
Hariyama 165
Haunter 163
Heatran 199
Hippopotas 202
Hippowdon 202
Honchkrow 192
Horsea 199
Houndoom 187
Houndour 186
Huntail 200
Hypno 189
Infernape 189
Jigglypuff 195
Jolteon 177
Jynx 196
Kangaskhan 185
Kirlia 187
Kingdra 200
Koffing 192
Kricketot 174
Kricketune 175
Lairon 183
Lanturn 176
Larvitar 181
Leafeon 178
Lickilicky 190
Lopunny 164
Lucario 198
Lumineon 175
Luxio 169
Luxray 169
Machamp 188
Machoke 188
Machop 188
Magby 173
Magcargo 184
Magmar 173
Magmortar 173
Magmortar (three-on-one battle in Mission 16, "Execute Operation Brighton!" 173
Magnemite 171
Magneton 171
Magnezone 171
Makuhita 165
Mamoswine 195
Mankey 182
Mantine 176
Mantyke 176
Mareep 178
Mawile 182
Misdreavus 198
Mismagius 198
Miltank 168
Mime Jr. 188
Monferno 189
Mothim 201
Mr. Mime 189
Muk 186
Munchlax 165
Munchlax (Quest 48, "Things That Go Bump...") 165
Murkrow 192
Ninetales 190
Ninjask 191
Nosepass 168
Numel 181
Nuzleaf 166
Oddish 180
Omanyte 200
Omastar 200
Pachirisu 165
Pachirisu (Quest 47, "Pachirisu's Hide & Seek") 165
Pikachu 160
Pikachu (Entrance exam) 160
Pelipper 174
Pichu 160
Piloswine 195
Pineco 179
Pinsir 181
Piplup 195
Ponyta 190
Porygon-Z 205
Primeape 182
Prinplup 196
Probopass 168
Pupitar 181
Purugly 167
Qwilfish 176
Raichu 160
Ralts 187
Rampardos 175
Rapidash 191
Raticate 172
Rattata 172
Regice 205
Regirock 205
Registeel 205
Rhydon 186
Rhyhorn 186
Rhyperior 186
Rhyperior (three-on-one battle in Mission 16, "Execute Operation Brighton!") 186
Riolu 198
Roselia 162
Roserade 162
Sableye 193
Salamence 199
Sandshrew 193
Sandslash 194
Sceptile 202
Scizor 197
Scyther 197
Seadra 199
Sealeo 194
Seedot 166
Sharpedo 177
Shelgon 199
Shellos 167
Shieldon 191
Shiftry 166
Shinx 169
Shuppet 185
Skarmory 193
Skorupi 190
Skuntank 185
Slakoth 166
Slugma 184
Sneasel 202
Snorunt 197
Snover 196
Spearow 179
Spheal 194
Spinarak 187
Spiritomb 194
Squirtle 162
Staraptor 164
Staravia 164
Starly 164
Starly (Quest 49, "Starly Lost Its Way") 164
Starmie 177
Staryu 176
Stunky 185
Sudowoodo 166
Swellow 161
Swinub 194
Taillow 161
Tangrowth 167
Tauros 191
Tentacruel 200
Togekiss 205
Torkoal 198
Torterra 170
Toxicroak 174
Turtwig 169
Tyranitar 181
Tyrogue 171
Umbreon 178
Vaporeon 177
Vespiquen 171
Victreebel 201
Vileplume 180
Voltorb 173
Vulpix 190
Wailmer 201
Wailord 201
Walrein 194
Wartortle 162
Weavile 202
Weedle 170
Weezing 192
Wigglytuff 195
Wingull 174
Yanma 180
Yanmega 181
Zubat 162

Capture Arena

Abomasnow 210
Absol 208
Aggron 210
Alakazam 207
Ariados 212
Banette 212
Bellossom 208
Blaziken 208
Cacturne 212
Charizard 214
Cresselia 208
Crobat 207
Drapion 213
Drifblim 209
Eevee 211
Electivire 213
Empoleon 214
Espeon 211
Fearow 209
Flareon 211
Flygon 214
Gabite 207
Garchomp 213
Gardevoir 206
Gengar 208
Glaceon 212
Gliscor 209
Heatran 208
Honchkrow 209
Houndoom 213
Infernape 214
Jolteon 211
Kangaskhan 210
Leafeon 212
Lucario 207
Magmortar 213
Mamoswine 210
Rhyperior 210
Salamence 214
Shiftry 207
Spiritomb 207
Swellow 209
Tangrowth 211
Torterra 214
Toxicroak 206
Tyranitar 210
Umbreon 212
Vaporeon 211
Weavile 213
Yanmega 209

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.